Ahammed Ajmal

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EXPERIENCE

Emergio Games | Game Development Intern
Oct 2023 – Present | Unity Engine
- Developed and Focuses on 2D and 3D game development, utilizing technologies like Unity and Blender.
- Implemented Rigidbody physics and collision detection to enhance object interactions and movement realism.
- Designed Tilemap-based levels, enabling modular and scalable game environments for better world-building.
- Developed AI navigation using NavMesh, allowing enemies and NPCs to follow dynamic paths efficiently.

PROJECTS

Golden Grove | 2D Pixel Art Platform Runner Game
Jan 2024 – Jul 2024 | Unity, C#
- Implemented physics-based movement, collision detection, and obstacle avoidance using Rigidbody2D and BoxCollider2D.
- Utilized C# scripts to handle game logic, including coin collection, key detection, and obstacle avoidance.
- Designed and optimized checkpoint system to ensure seamless player progress and respawn mechanics.

Dock Hands | 3D Hyper Casual Game
Nov 2024 – Jan 2025 | Unity, C#
- Designed and developed a full 3D hyper-casual game using Unity and C#, ensuring smooth gameplay mechanics.
- Created a color-matching mechanic to ensure cars are grouped properly before loading onto the ship.
- Developed 5 engaging levels with increasing difficulty, ensuring high player retention.
- Designed and tested UI/UX elements, ensuring intuitive player interactions.

Prison Breakout | 3D Isometric Game
Nov 2024 – Present | Unity, C#
- Designed and developed a fully interactive 3D isometric prison environment in Unity (C#).
- Implemented NavMesh AI-based enemy patrol system, ensuring guards dynamically respond to the player's movements.
- Developed a stealth mechanic where players must avoid detection within a real-time field-of-view system.
- Created an unlocking system where players collect keys to open locked cells, progressing through different areas.

Slippy Cube | 3D Runner Game
Jul 2023 – Aug 2023 | Unity, C#
- Developed a 3D endless runner game in Unity (C#) with smooth and responsive player movement.
- Implemented procedurally generated obstacles, ensuring a dynamic and unpredictable gameplay experience.
- Designed and balanced increasing difficulty levels, enhancing player engagement and retention.

EDUCATION

DCA
Diploma in Computer Application
Aug 2022 - Feb 2023
Kerala State Rutronix

B.COM
Bachelor of Commerce
Aug 2020 - Feb 2023
Calicut University

HIGHER SECONDARY
Commerce
Jun 2018 - Feb 2020
Kerala Sate

SKILLS

PROGRAMMING
- C#
- C++

TECHNOLOGY
Unity • Git/GitHub • Blender • Visual Studio • Tiled Map Editor • Pro Builder
Particle Systems • Photo shop • Nav Mesh Navigation

CERTIFICATES

EMERGIO GAMES
Unity Game Development

KERALA STATE RUTRONIX
Diploma In Computer Application

LINKS

Git hub:// **github.com/WizzZn**
Linked In:// **https://ajmalzyn-dev**
Portfolio: // **ahammed-ajmal.vercel.app/**