

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/