

# Zane Mohammad

University of Michigan, class of 2026, six years of game development and technology experience, Art + Design major, Computer Science Minor. Seeking an internship opportunity to learn and grow in a dynamic environment. Skilled in programming, 3D modeling, and animation. Keen learner, self-motivated, and proactive.

---

## PROJECTS

---

### Rising Blade

*Jan, - Aug, 2021*

A short narrative video game, where I showcased my proficiency in 3D modeling and animation, gameplay programming, music composition, and game design. This project was a solo endeavor, highlighting my diverse skills in multiple facets of game development.

[zanehammad.itch.io/risingblade](https://zanehammad.itch.io/risingblade)

### Tails of War

*Aug, - Dec, 2023*

6 month long video game project, made with a team of around 40 developers. I was placed in charge of architecture and VFX design.

[https://store.steampowered.com/app/2687500/Tails\\_of\\_War/](https://store.steampowered.com/app/2687500/Tails_of_War/)

---

## EDUCATION

---

### Bachelor of Arts in Art & Design

University of Michigan, Ann Arbor, MI — Aug, 2022 - Jun, 2026

– Minor in Computer Science

---

## SKILLS

---

### Programming

C/C++ – *Skilled* Rust – *Experienced*

R – *Skilled* Python – *Experienced*

### Art & Design

3D Animation – *Expert* Visual Effects – *Skilled*

Rigging – *Skilled*

---

## LANGUAGES

English

*Native*

Spanish

*Proficient*

Arabic

*Intermediate*

Turkish

*Novice*