

# Zane Mohammad

University of Michigan, class of 2026, seven years of game development and programming experience, Art + Philosophy major, Computer Science Minor. Skilled in low-level programming, 3D modeling, and animation. Keen learner, self-motivated, and proactive.

## Experience

### 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.

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

### VFX and Architecture Design for *Tails of War* @ WolverineSoft

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/)

### Lead R&D Programmer @ WolverineSoft

September 2024 ++

In charge of Systems Design and Programming Implementation for experimental gameplay. Iterate quickly through different prototypes.

## EDUCATION

### BA in Art & Philosophy

University of Michigan, Ann Arbor, MI — Aug, 2022 - Jun, 2026  
– Minor in Computer Science

Relevant Coursework:

- EECS 280 – Intro to Data Structures with C++
- LING 343 – Semantic Analysis with R

## SKILLS

### Programming

C/C++	– Skilled	Rust	– Experienced	JavaScript	– Experienced
R	– Novice	Python	– Experienced	Go	– Novice

### Visuals Design

Rigging	– Skilled	3D Animation	– Skilled	Music Composition	– Skilled
Visual Effects	– Skilled	Architecture	– Experienced		

## LANGUAGES

English	– Native	Spanish	– Proficient	Arabic	– Intermediate
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