Muhammed Shemeem S

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SUMMARY

With comprehensive hands-on experience in Unity game development and a creative track in 3D design and 3D Modeling, I'm poised to contribute effectively to content creation. Notable is the C progaming Skill with knowladge of 3D modeling And Animation simple handlening in unity ui with character animation system UI design and timeline and aniamtion, showcasing adeptness in problem-solving and technical acumen. .

Education

Najath Arts And Science Affiliated with Univerysity OF calicut, Bachelor of Computer Applications   Sept 2021 – May 2021

Project

GravittyFliper

An 2D arcade game with simple controlls and 2D world. the game contain simple character controller that move forward and backward and flipping gravinty using input system. the game contain different obstacles like lava , moving ans statics spikes, if the player touch the spikes the level restart from the latest checkpoint with a delay second, tha game contain sound effect like jumping sound , flipping sound , lava dead sound and portal open sound. the game contain 3 levels with different difficulties. with a starting menu and end menu.

Wizard Shooter

2D arcade shooting game
A game with a simple 2D controller for the character and contain enemy that attack the player when reaches their territory.The Game Contain Coin Mechanism And Point mechanism. life system that reduce when taking damages from enemy and obstacles. The game contain a simple attacking system contain vfx and sfx for the attacking for player And Enemy. The game contain mini 2D world That connect to a another world

Interactive World

3D Interactive Game
A game with a simple 3D character controller and simple whether system and day night cycle. the player can interactive with the light like tourch lantern and campfire. and interactive to the house that open door and open window. contain a simple post process and simple lighting. the game contain sorounding sounds that changes to the day and night cycle

Skills

C Programming

3D modeling endonecolentry

3D Animation endonecolentry

Expereinced in UNITY UI endonecolentry

Debugging endonecolentry

World creation endonecolentry

Level Designing endonecolentry