Muhammed Shemeem S

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in :- Muhammed Shemeem | github-ShemmuShemeem

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# programming Skill with knowledge of 3D modeling And Animation simple handling in unity UI with character animation system UI design and timeline and animation, showcasing adeptness in problem-solving and technical acumen .

Education

Bachelor of Computer Applications :- Najath Arts And Science College Affiliated with University Of Calicut,   Sept 2021 – May 2021

Projects

Gravity Flipper

2D arcade game
A 2D arcade game contain three level with different camera angles and different difficulties. The player wants to finish three level for finish the game . the game has a checkpoint system. Each time the player hits the spikes and dies, they are respawn at the location of the most recent checkpoint. It has a Main Menu where a player is able to start a game or quit. It also has a Game Over menu that is displayed once levels three are complete or when a player fails a final challenge.
Click here to view the project.

Wizard Shooter

2D arcade shooting game
A 2D Exploring world. With A three levels like environment that connected as a with a different sound system for every Environment. The game Contain Life mechanism for player The life decreases when an enemy attacks and when hit by the spike. A Goblin Act as a enemy in this game he walk through the tile and attack the player with his sword when the player reaches the attacking range. And the game contain main menu and restart button appear when player died and restart at the start of the game. Three Environment is connected together as a loop That the player can enter the next or previous environment by reaching the current environment left or right side end.
Click here to view the project.

After Sunset

3D Interactive Game
After Sunset is a quiet atmospheric exploration game set in a living world that changes as day fades into night. As darkness falls, lights flicker on and the environment transforms around you. Explore freely, interact with your surroundings, and experience the calm — and unease — of the world after sunset. You can sit on beach and chair on the house and the light of the house can be turned on or off by clicking the switch on the wall. A real time ocean is in the game with waves.There are no enemies, no rush — only sound, light, and time guiding your journey.

Skills

C# Programming , Debugging , 3D Modeling , 3D Animation , Unity UI , World Creation , Level Design

Languages

English , Malayalam , Tamil