

**Zeeshan Mohammed**

Toronto, ON

<http://triosdevelopers.com/~Z.Mohammed/>

416.878.8426

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**Objective:**

Dedicated and ambitious game design student, alongside a level designer and scriptwriter, seeking an opportunity to deliver exponential experience.

**Qualifications:**

- Ability to stay calm under pressure and prioritize work flows
- Ambitious, performance driven and self-starter with hands-on experience
- Currently working in Unity to make 2D and 3D games
- Excellent communication, interpersonal and organization skills
- Experience with software best suited for the video game industry
- Knowledge and ability to do object-oriented programming
- Self-wiling to learn more and adaptable to new environments

**Technical Skills:**Design

- Game Design Documentation
- Level Design
- Play Testing
- Scripting and Debugging
- UML Diagrams

Software

- Adobe Photoshop and Fireworks
- Autodesk Maya
- MS Office 2013
- SketchUp 8

Scripting Languages

- C++ / C#
- HTML5 and CSS3
- JavaScript and Java
- XCode
- XML / INI / JSON

Engines

- Android Studio
- MelonJS
- Swift
- Unity3D

**Education:**

Game Design &amp; Development @ triOS College – Toronto, ON

*April 2015 – October 2016*

- |  |                                    |
|--|------------------------------------|
| • Video Game Theory  | • Unity2D and 3D Game Development  |
| • Video Game Development Fundamentals and Technical Design | • Level Design                     |
| • Video Game Math and Physics                              | • Video Game Sound                 |
| • Video Game Prototyping                                   | • 3D Modelling using Autodesk Maya |
| • Introduction to C++                                      | • DirectX 12                       |

**Relevant Experience:**

Yellow Bear Studios – Junior Programmer

*October 2016 – February 2017*

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|--|--|
| • Participating in group scrum                       | • Solo and group based projects  |
| • Getting daily and weekly tasks for a given project | • Assist with group based projects and coordinate with group members and |

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- Worked in Unity3D and PhaserJS technical director

Bruno & Boots - Prank Powerplay – Professional Project

*February 2017*

- Made in Unity
- 2D two-player space shooter
- Random and infinite wave generation based on a random number generator
- Available on Google Play (coming soon on iOS)

Dusty Space – Solo Project

*July 2016*

- Made in Unity
- 2D two-player space shooter
- Random and infinite wave generation based on a random number generator
- Available on Google Play (coming soon on iOS)

**Work Experience:**

Network Technical Assistance @ triOS College – Toronto, ON

*March 2016 – October 2016*

- Assist students, professors and campus staff with technical issues
- Direct communication with campus HQ tech support to solve advanced problems
- On-site campus technical assistance for the triOS Tech Support HQ
- Troubleshooting devices such as, printers, computers, laptops, network switches and servers

**Volunteer Experience:**

triOS Campus Booth Volunteer @ Fan Expo – Toronto, ON

*September 2016*

- Coordinate with campus staff on enrolment follow-up procedures
- Display current projects and demos to the public
- Explain detailed course outline and experience with the campus and program
- Speak with people interested about the Video Game Design and Development and Video Game Technical Design courses