

MUHAMMED FAHIM T

UNITY GAME DEVELOPER

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PROFESSIONAL PROFILE

I am a tech enthusiast skilled in C# programming, game mechanics, UI development, and level design. I have demonstrated the ability to manage the full game development lifecycle—from concept and prototyping to testing and deployment—primarily using the Unity engine. I also have basic knowledge of Python, which I’ve used for scripting. Passionate about building immersive, interactive experiences with a strong focus on performance and player engagement. Eager to join a creative team to contribute fresh ideas, grow technically, and develop high-quality games for PC and mobile platforms.

EDUCATION

Diploma in Game Development Bigboy Gaming School	July 2024 - April 2025
Bsc.Computer Science Majlis Arts & Science College Calicut University	June 2021 - March 2024
Computer Science (Higher Secondary) Valanchery Higher Secondary School	June 2019 - March 2021

SKILLS

- Unity3D
- Unity2D
- Python
- C#
- Team work
- Creative work

PROJECTS

- Bowling (Unity3D)**
- Implementing realistic physics for accurate pin and ball interactions and Scripted realistic ball dynamics using Unity's Rigidbody and physics engine for authentic gameplay feel
 - Integrated music and sound effects for rolling ball, pin collision.
- Pizza Delivery (Unity2D)**
- Focusing on user-friendly gameplay and appealing graphics.
 - Managed game state logic including score tracking, speed booster and win/lose conditions.
- Jet Parking (Unity3D)**
- Basic 3d game featuring five levels.
 - Designed and developed game mechanics, level design.
- Tank vs Tank (Unity3D)**
- A tank battle game in Unity, focusing on player vs enemy tank combat in an engaging 3D environment.
 - Created an enemy AI system for opponent tanks, including patrol, detection, and attack behaviors.
 - Scripted firing mechanics with projectile physics, collision detection and integrated a dynamic health bar UI for both player.
 - Add visual and sound effects
- Plane Travel (Unity3D)**
- Created a small 3D project utilizing Unity Timeline and sequencing animations.
 - Focused on integrating animations and smooth transaction and terrain making.

ADDITIONAL INFORMATION

- Languages:** English, Malayalam (native), Tamil (basic)
- Interests:** Playing games, Making games, Learning new technologies and games.
- Experience:** fresher
- Relocation:** Open to relocate.