# Muhammad Ghalib

✉ mg.gabe108@gmail.com  📞 +61469055235  📍 Pakenham, VIC 3810

GitHub: gabe108  Twitter: @fellow guardian

## KEY SKILLS

- C++
- C#
- PHP/HTML/CSS
- Unity3D
- Version Control

## EDUCATION & TRAINING

**Ongoing**
Advanced Diploma of Professional Game Development, Academy of Interactive Entertainment

**2018**
Diploma of Digital and Interactive Games, Academy of Interactive Entertainment

**2016**
High School Certificate, Gulshan College Pakistan

## REFERENCES

Available upon request

## Projects

### Lead Programmer
**StormRend: Realm in Ruins - 2019**

The player controls a 4-person group that needs climb a tower through lobbies and the elevator system. As a lead programmer I was in-charge of managing technical documents and implementing mechanics.

**Links**
- https://github.com/ChrispyDesign/StormRends

### Programmer
**Radioactive Amish Manic**

### Lead Programmer
**Towering Oasis - 2018**

The player controls a 4-person group that needs climb a tower through lobbies and the elevator system. As a lead programmer I was in-charge of managing technical documents and implementing mechanics.

**Links**
- https://github.com/CH3kGameDesign/ToweringOasis

### Programmer
**Radioactive Amish Manic**

Make your way through an Amish wasteland and survive as long as you can. This was made in 3 days during a game jam at AIE Melbourne. We were given the name and we then had three days to make something from it, so we made a Crossy Road-like game set in an Amish wasteland.

**Links:**
- https://cmrn.itch.io/radioactive-amish-maniac
- https://github.com/addierabbitson/doggosofwisdome