Mohammed Jamal Uddin

Skillful Game Developer

📞 +44 7544347744

@ jamudd02@gmail.com

🔗 linkedin.com/in/mohammed-jamal-uddin-b210751b1/

🔗 https://jam-uddin.github.io/Portfolio/

📍 London, UK

SUMMARY

Innovative game developer with a solid foundation in computer science, I bring creative solutions and a passion for game technology to every project. My experience at Sports Direct enhanced my team collaboration skills, while my personal game projects demonstrate a dedication to crafting engaging gaming experiences. Agile and results-driven, I thrive on transforming challenging concepts into playable realities.

PROFESSIONAL EXPERIENCE

Casual Sales Assistant

Sports Direct

📅 11/2021 - 08/2023   📍 London, UK

Sports Direct is a UK-based retail company specializing in sporting goods and apparel, offering a wide range of products from numerous brands both in-store and online.

- As a sales assistant at Sports Direct, I efficiently managed shoe sales, maintained store cleanliness, and delivered excellent customer service, all with precise time management.

EDUCATION

Bachelor of Computer Science, with Games Technology

City, University of London

📅 10/2021 - 06/2024   📍 London, UK

PERSONAL GAME PROJECTS

Asteroids

📅 02/2023 - 04/2023   📍 London, UK

Enhanced the classic 'Asteroids' game by integrating innovative features for a refreshed gameplay experience, including advanced levels and power-ups. This uses C++.

- Successfully coded advanced game mechanics and power-ups, enhancing my proficiency in C++, and culminating in a robust portfolio piece that demonstrates complex problem-solving abilities.

Route

📅 02/2024 - Present   📍 London, UK

Developed a dynamic time-trial game featuring a non-linear route crafted with splines, inspired by classics like Forza and Need for Speed. It offers immersive first and third-person perspectives, enriched by a vibrant, object-filled environment for an engaging player experience. This uses OpenGL and C++.

- Mastered spline-based level design and the integration of first and third-person perspectives, improving my technical skill set and leading to the creation of a visually compelling and mechanically rich gameplay experience.

SKILLS

ReactJS   Microsoft Office Suite   Communication   C++   Java   Unreal Engine   Game Development   Python   OpenGL   Game Design   Object Orientated Programming   Class Design

STRENGTHS

🤝 Interpersonal Skills
Listen attentively, speak candidly, and treat others respectfully.

⚙️ Results Oriented
Focus on the key goals and deliver results with excellent quality and in a timely fashion.

📖 Life-long Learner
Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

ACHIEVEMENTS

🎮 My 1st Game!
Single-handedly developed my first videogame prototype!

🏃 Team-player
In a second-year university group project, I united team efforts to deliver a well-received software solution, demonstrating strong collaboration and communication skills.

PERSONAL GAME PROJECTS

Zombie Desolation
📅 02/2024 - Present   📍 London, UK

Crafted 'Zombie Desolation,' a survival horror game utilizing Unreal Engine, with gameplay mechanics and dark atmosphere heavily influenced by the iconic 'Call of Duty: Black Ops 3' Zombies mode.

- Developed a survival horror game that combines an intricate AI system with an immersive environment, showcasing my ability to create complex game systems and atmospheric settings using Unreal Engine.

Castaway
📅 11/2022 - 12/2022   📍 London, UK

Designed 'Castaway,' a survival game in Unreal Engine where players must manage hunger and thirst on a desolate island while awaiting rescue.

- Fine-tuned my skills in Unreal Engine, successfully implementing an intuitive survival system that simulates hunger and thirst, enhancing my understanding of player experience design.

Doughnut Defender
📅 10/2021 - 12/2021   📍 London, UK

Developed 'Doughnut Defender,' a Java-based side-scrolling game where players navigate levels and combat adversaries by strategically moving and shooting.

- Elevated my Java development skills by creating complex enemy patterns and incorporating multiple shooting mechanics, which significantly improved my proficiency in game logic and design.

LANGUAGES

English
Native   ●●●●●