

MARYAM FATIMA

game developer

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PROFILE

Passionate and hardworking **game developer** with proficiency in Unity Engine and C#. Experienced in creating immersive gameplay experiences, 3D environments, and intuitive mechanics using Unity's tools and new input systems. Dedicated to learning and innovating within the game development space, eager to contribute to exciting game projects and deliver impactful player experiences.

EXPERIENCE

Mindstorm Summer Program - Game Developer
June 2024 - August 2024

PROJECTS

- **Crimson Shadows:** Developed a 3D vampire survival game featuring resource management, strategy, and combat mechanics. Designed unique gameplay elements, including a day/night cycle, enemy AI, and resource-based player abilities.
- **Bouncy Ball Game:** Created a 2D platformer game where players navigate a ball through challenging obstacles and collect coins. Designed engaging levels with increasing difficulty.
- **Book Store App:** Designed and developed a mobile application for book enthusiasts, enabling easy browsing, searching, and purchasing books.
- **Personal Portfolio:** Developed a personal portfolio website using HTML, CSS, and JavaScript to showcase skills and projects. Implemented responsive design and interactive elements for optimal user experience.

EDUCATION

BSE Software Engineering

COMSATS institute of information and technology

Sept 2019 - 2023

Intermediate - ICS

Lahore College for Women

Sept 2017 - Feb 2019

Matriculation

The Punjab School

Aug 2015 - March 2017

SKILLS

- Unity
- C#
- React Native
- JavaScript
- Java

LANGUAGES

- English - Fluent
- Urdu - Fluent