

Mohammed Qamar

designer

experience

Game Designer & 3D Artist – PixelNAUTS Games

june 2022 – present

Delivered proof of concepts to lead designers for new technology which was later implemented in our products. Projected to increase daily users by **+24k**. Proposed and shipped 3D art assets, systemic designs and technical artistry, impacting **2M+** player login experiences.

Collaborated with C-Suite, stakeholders, engineers, and artists in agile sprints to analyze experiment data, determine product strategy amid cross-org dependencies, and iterate upon technical roadblocks.

3D Art Intern – PixelNAUTS Games

may 2022 – june 2022

Designed and modeled a variety of 3D assets, such as characters, environments, and props, using industry-standard software like Substance Suite, and 3ds Max, while adhering to the project's style and technical guidelines.

Ensured all 3D assets were optimized for real-time performance, maintaining a balance between visual fidelity and technical constraints, such as polygon count, texture size, and level of detail (LOD). Demonstrated a strong aptitude for learning and adapting to new tools, techniques, and workflows, leading to a swift promotion to a core team member in **under one month**.

Graphic Designer – Taply Inc

july 2017 – august 2020

Designed an ecommerce platform, launched ad campaigns, and closely monitored analytics to attract and retain **thousands** of weekly visitors.

Gathered business and technical requirements, led creative strategy, and presented designs to key stakeholders (CEO, product manager, CTO).

projects and involvement

Level Up Toronto 2023 Winner – Level Up!

april 2023

As a student in the esteemed dual-credential Brock University GAME Program, our team secured second place, the **People's Choice award**, and an Honorable Mention for **Best Artistic Achievement** with our innovative game, Calico Cat-fe.

Founder & President – Qam Games

april 2020 – present

Successfully managed a diverse team of artists, programmers, designers, and marketers to develop and launch multiple game titles on PC, and mobile platforms.

moqam.ca

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achievements

Peel Skills – 1st Place TV/

Video Project

august 2017

Academic Honors – 90%

Average

april 2022

toolkit

skills

3D Modeling

Design Thinking

Data Analysis

Environment Design

Level Design

Prototyping

Programming

Visual Design

Optimization

tools

3DS Max, Mudbox, Substance

Painter, Designer, Sampler,

Stager, Photoshop, Illustrator,

Marmoset, Untiy, Unreal

Engine

education

Brock University

Bachelors of Game Design

sept 2020 – apr 2024

Niagara College

Game Development

sept 2020 – apr 2024