Mohamed Musthafa

Unity Game Developer | Programmer
portfolio Webpage

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Resident: **Abudhabi**
Nationality: **Indian**

EXPERIENCE

Profile Summary:

•2+ years of Unity Engine experience with 2.5 years in C#. **Self-taught programmer** and Unity developer proficient in creating diverse genre games, prototypes, and full-fledged projects. Freelanced in game development and supported other developers' projects.

Self Employed, Part-time

DEC 2022 - 2023 September

•Focused on diverse game development areas including **complex inventory systems**, **UI design**, **grid-based drag-and-drop mechanics, open-world environments, AI behaviors, board games, multiplayer and 2D platformer games**. Currently developing a **psychological horror game** set in an island environment with **fishing, hunting,** and other engaging mechanics.

Dream Dog Games, Indie-Team

September 2023 - PRESENT

• **Lead Programmer** in a 4-5 member team dedicated to crafting a survival horror open island game in Unity 3D. Overseeing the implementation of all game mechanics. Objective is to create a **portfolio-worthy project** planned for a free release on Steam

EDUCATION & COURSES

BCS in Computer Science(Relocated; Incomplete)

2019, Saraboji College , Thanjavur.

Udemy Courses

•C# mastery Course.
•CodeMonkey's Single And Multiplayer Course.
•Unity 2d And 3d GameDev.Tv Course.

BOOKS & HOBBY

•Read "Clean Code" by Robert C Martin.
•Creating YouTube tutorial content.

SKILLS & TOOLS

C# DSA OOP Design Patterns Solid Principle
Unity Github Visual Studio Audacity
Multiplayer Network Platform Optimization
Unity External Tools/Api Graphics Fundamental
•Dotween •Input System •NGO •Meshes •Materials •Polycounts
•Odin •NavMesh •Cinemachine •Shader •Textures •LOD

PROJECTS

Lost Man Island Horror-3d: Our latest portfolio project is a survival horror open-island game featuring various mechanics, meticulously optimized for enhanced gameplay experience.

Ant Adventures-2d: A casual 2D grid-based drag-and-drop game comprising menu systems, UI, saving functionality, level systems, and animations

Last Soldier: Game jam entry focused on a mission-based game where the objective is to destroy tanks within a set time limit.

Other Games :

•**Snake&Ladders-Online:** Simple P2P Online Multiplayer Board Game Using (unity's NGO).

•**Kitchen Chaos Remake**: A customer simulation game With Kitchen Environment.

•**Dark World Defender**: A game jam entry Project Platformer.

•**Conqueror Tower**: Mechanics breakdown derived from the mentioned game

LANGUAGES

English- **Fluent**
Tamil - **Native Language**
Malayalam - **Basic**.
Hindi - **Basic**