NISHAL BASHEER

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nishal basheer

SUMMARY

A passionate and dedicated aspiring game developer with a lifelong ambition to create immersive game experiences. From an early age, I've been captivated by game design, architecture, artwork, and environments. My journey into game development began in 10th grade when I created my first 2D side-scroller, sparking a deep interest in the field. Recently graduated with a BCA, I have developed multiple games using Unreal Engine and Unity, utilizing online tutorials and resources. I am eager to refine my skills and grow in the industry with the right guidance and opportunities.

PROJECTS

I'm currently developing a game called "Eternal Sprint", an endless runner built in Unreal Engine for PC and Android, which will soon be available on the Play Store

- **LONE ACREAGE TRAILER (UNREAL ENGINE)**   LINK
  This is my game's trailer video that I've launched.
  This is the biggest Project I've ever done. Lone Acreage is an
  Open World Survival Game.

- **LONE ACREAGE ISLAND MAP (UNREAL ENGINE)**   LINK
  Lone Acreage Island's Gameplay

- **LONE ACREAGE DESERT MAP (UNREAL ENGINE)**   LINK
  Lone Acreage Desert's Gameplay

- **ICONIC (UNITY)**   LINK
  This game is like an Open world GTA style game.
  This game is developed using Unity

- ZOMBIE SURVIVAL (UNITY)   LINK
  This is a Zombie Survival game developed using Unity

- **NEXGEN PLAYGROUNDS**   LINK
  This is an gaming website

- **CAR RACING GAME PC (UNREAL ENGINE)**   **LINK**

  This is my first big project I've done in Unreal Engine 5

- **CAR RACING GAME MOBILE ANDROID (UNITY)**   **LINK**

  This is a racing game developed in Unity

EDUCATION

BCA (BACHELOR OF COMPUTER APPLICATION)

THARANANELLUR ARTS & SCIENCE COLLEGE

UNIVERSITY OF CALICUT

SKILLS

GAME DESIGN	**PYTHON**	**UNREAL ENGINE**	**UNITY**
USERINTERFACE DESIGN	**C#**	**CSS**	**ENVIRONMENT**
DESIGN LEVEL DESIGN	**HTML**	**JAVASCRIPT**	**BOOTSTRAPS**
DJANGO	**ILLUSTRATIONS**	**REACT JS**	**ART**

CERTIFICATES

- **UNREAL ENGINE 5**   **LINK**

- **2D GAME DESIGN AND DEVELOPMENT ESSENTIAL TRAINING**   **LINK**

- **GAME DESIGN FOUNDATIONS: 1 IDEAS, CORE LOOPS, AND GOALS**   **LINK**