

# NISHAL BASHEER

Thrissur, Kerala - India • +91 8281795290 • [nishalbasheer11@gmail.com](mailto:nishalbasheer11@gmail.com)



[Nishal'sPortfolio](#)



[nishal basheer](#)

## SUMMARY

A 22 year old 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.

## EXPERIENCE

### **Lone Acreage (Unreal Engine 5) – In Development**

#### **Expected Release: 2025**

- Developed a survival open-world game featuring enemy AI, companion systems, and animal AI.
- Designed and built a large, realistic game map from scratch with detailed environments.
- Created and implemented three distinct levels: Island, Desert, and Snow.
- Implemented complex gameplay mechanics such as NPC interactions, an inventory and equipment system, and a rain system for environmental effects.
- Integrated player-rideable animal mechanics, including elephants for exploration.
- Implemented a functional Minimap to help players navigate through the game world.
- Optimizing the game for performance on PC platforms while ensuring high visual quality and immersive realism.
- To be published on the Epic Games Store and Steam.

### **Eternal Sprint (Unreal Engine 5) – In Development**

#### **Expected Release: 2024**

- Created an endless runner game optimized for mobile, focusing on smooth gameplay and high performance.
- Designed user-friendly controls and an intuitive user interface with Figma, improving accessibility on Android devices.
- Expanding Eternal Sprint by adding more levels to enhance gameplay. The current level is set in a forest, and future levels will feature new terrains and challenges to keep players excited.
- Focused on achieving 120 FPS performance on mobile, balancing performance with visual fidelity. Successfully optimized gameplay from 11 FPS to 100 FPS on Android devices by adjusting rendering settings, improving shader performance, and optimizing assets for mobile environments.
- To be published on the Google Play Store.

# PROJECTS

- **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	<a href="#"><u>LINK</u></a>
2D GAME DESIGN AND DEVELOPMENT ESSENTIAL TRAINING	<a href="#"><u>LINK</u></a>
GAME DESIGN FOUNDATIONS: 1 IDEAS, CORE LOOPS, AND GOALS	<a href="#"><u>LINK</u></a>