

JAFAR MOHAMAD

Computer Science Engineering Student | Full-Stack & Game Developer

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SUMMARY:

Detail-oriented Computer Science Engineering student with a passion for building interactive digital experiences. Proficient in C# and Unity for game development, alongside emerging skills in Full-Stack Web Development. Currently balancing academic rigor with the independent development of a narrative-driven platformer, "Echo," and seeking to leverage technical logic across web and gaming platforms.

SKILLS:

- Game Development: Unity, Godot, C#, Game Physics, Logic Architecture.
- Web Development: HTML5, CSS3, JavaScript (ES6+), React.js, Node.js.
- Software Engineering: C++, Java, SQL, Data Structures & Algorithms.
- Tools: Git/GitHub, VS Code, Visual Studio, Vite, Firebase.

RELEVANT PROJECTS:

Game Development

Lead Developer | "Echo" (Independent Game Project)

- Developing a 2D pixel-art platformer focusing on memory-driven mechanics and state-based character logic.
- Architecting clean, modular C# scripts to handle player movement, environmental triggers, and save systems.

Full-Stack Web Developer

Personal Portfolio

- Built a responsive portfolio site using React to showcase technical projects.
- Integrated RESTful APIs and optimized front-end performance for seamless user experience across devices..

EDUCATION:

2023 - 2027 | Jain University

Bachelor of Computer Science – Software Engineering