

Intizar Muhamediyev

Game Developer

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Creative Game Developer with strong skills and an eye for engaging, interactive experiences. A Hardworking and passionate job seeker with an experience of implementing various gameplay mechanics for multiple platforms, eager to secure entry-level game developer position. Ready to help team achieve company goals.

Technical Skills

- Unity Engine
- C#
- C++
- C
- Python
- Git
- Rhino 3D
- Autodesk AutoCAD
- Autodesk Revit
- Autodesk 3ds Max
- SideFX Houdini
- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects
- Adobe InDesign
- Microsoft Office

Competencies

- Game prototypes development
- Glitch and bug resolution
- Coding skills
- UI & game interface development
- 3D modelling
- Graphics and illustrations

Work History

2022-09 - 2023-03	<div>Junior Game Developer</div> <div><i>Software Kingdom Yazilim A.S., Ankara</i></div> <ul style="list-style-type: none">• Used debugging techniques to identify issues with computer code and resolve errors.• Cultivated professional working relationships with marketing department, other design personnel and upper management.• Mentored newly hired and junior developers in office and departmental policies and procedures.• Created prototypes based upon design ideas using such programming languages as C# and C++.• Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.• Balanced and adjusted gameplay experiences to increase critical and commercial success of product.
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Education

2019-09 - 2023-04	<div>Bachelor of Arts: Architecture</div> <div><i>TOBB University of Economics and Technology - Ankara, Turkey</i></div>
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Languages

- Turkmen
- Turkish
- Russian
- English
- French

Hobbies

- Making 3D models
- Creating Visual effects & animations
- Playing computer games
- Body building & swimming