Adeel Khwarazmi

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• https://xoneex.github.io/portfolio/ • 23/04/2006 • Nationality: British

Passionate and self-taught game and software developer with strong skills in C#, HTML, CSS, and JavaScript. Experienced in MonoGame, Blender, and .NET applications, with expertise in both game and web development. Proficient in sprite batching, input handling, game state management, and combat logic.

A quick learner with a problem-solving mindset and attention to detail, eager to contribute to exciting gaming and software projects.

Work history

NOV '23 - JAN '25

Sales Assistant | Stourton Filling Station, Leeds, West Yorkshire

Education

2024

A-Levels (Incomplete) in Computer Science, Media, Economics

Elliot Hudson, Leeds

2023

A-Levels (Incomplete) in Computer Science, Double Engineering, Core Maths

UTC, Leeds

JUNE '22

GCSE in English, Maths, Combined Science + 4 Others

Leeds City Academy, Leeds

(Interests) (Programming) (3D Modelling) (3D Printing) (Gaming) (Reading) (VR/AR)

Skills

(Game Development) (Game Design) (C#) (HTML, CSS, JS) (.NET Development)

(3D Modelling) (3D Animation) (Performance Optimization) (MonoGame) (Web Development)

(Git) (Unit Testing) (Teaching C#)

Personal Projects

Created a 2D action roguelike inspired by Dark Souls, **Dead Cells**, **and Hades using MonoGame**:

• First time creating a game without an engine from the ground up.

• Designed and implemented combat systems with attack combos, enemy AI, and mechanics that require strategic timing.

• Added support for real-time input from both controllers and keyboards.

• Built a structured save system to manage player progress and game states.

• Designed and developed interactive user interfaces.

• Created character and animation sprites using Blender, with a pixelated style.

• Integrated an achievement and rewards system for player progression.

• Optimized performance and handled memory management for smoother gameplay.

Web Development:

• Created my own website to showcase my portfolio, linked at the top of the CV.

3D Modelling:

• Created a large range of 3D Model designs.