

# SHAH MOHAMMAD

G A M E D E V E L O P E R

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## SKILLS

- Unity / Unreal Engine
- Gameplay Programming
- Grey Boxing / Level Prototyping
- 2D/3D Game Development
- Player Mechanics & Controls
- C#, C++, Python, JAVA
- Problem Solving
- Data Structures Algorithms
- Basic AI & Game Logic
- Visual Studio, Git/GitHub

## EDUCATION

### SECONDARY SCHOOL

BJS Public School  
2019-2022

### B.SC COMPUTER SCIENCE & GAME DEVELOPMENT

Backstage Pass Institute of Gaming  
2023 - Present

## PROFILE

Aspiring Gameplay Programmer with a strong passion for designing engaging gameplay systems and interactive player experiences. Currently pursuing a B.Sc. (Hons.) in Computer Science – Game Development, with hands-on experience developing 2D, 3D, AI-driven, and multiplayer games using Unity and C#. Continuously improving my skills in Unity Engine, C#, and game architecture while seeking opportunities to contribute, learn, and grow within the game development industry.

## GAME PROJECTS

### SHOOT THE ZOMBIES

UNITY 3D, Personal Project

A 3D zombie survival shooter featuring procedurally generated maps, wave-based gameplay, and NavMesh AI. Implemented shooting mechanics, enemy spawning, scoring, and a custom map editor.

### ONE & ONLY LIFE

UNITY 2D, Class Local Game Jam Project

A trap-based platformer inspired by Level Devil, featuring unpredictable hazards and deceptive level design. The game focuses on surprise mechanics and fast reaction timing to complete tricky, trap-filled stages.

### 2V2 FPS TEAM DEATHMATCH

UNITY 3D, Multiplayer Prototype

An online 2v2 FPS prototype built using Unity Netcode and Unity Gaming Services. Implemented lobby management, synchronized gameplay, team spawning, respawning, and score tracking.