

# Mohammed Abdullah

Vvedenskogo Street, 10,  
Konkovo, Moscow, 117342

## Unity Game Developer

### Contacts & Links

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[Portfolio](#)

[YouTube](#)

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### Skills

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- Game Programming and design (C# & Unity Engine)
- 3D Modeling and Animation (Blender)
- 3D Texture Painting (Blender & Adobe Photoshop)
- VFX Design (Unity Particles System & Shader Graph)
- Version Control: GitHub
- Project Management: Trello
- Web Front-end Development: HTML, CSS, JavaScript)
- Web Back-end Development: Node.js, Express.js, REST APIs
- Databases: SQL & MongoDB
- Desktop Development: Windows Forms .NET
- Music Composing
- Graphics Design: Adobe Photoshop

### Profile

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A Unity game developer seeking an entry-level position as a game programmer to get experience working in bigger development teams, learn the best practices in the industry, and pursue my passion of game development.

### Education

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#### Moscow Power Engineering Institute



Master's degree, Computer Science

Sep 2021 – Present, Moscow, Russia

#### Moscow Power Engineering Institute



Bachelor's degree, Informatics and Computer Engineering

Sep 2017 – June 2021, Moscow, Russia

**GPA:** 5.00

#### Related Courses:

- Algorithms and Data Structures
- Programming Logic
- Object Oriented Programming
- Computer Graphics
- Web Technologies
- Database Management System

### Game Jam Projects

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#### Light is Safe

- A 2D Top-down puzzle game made in one week for the Brackeys Game Jam 2022.1.
- The game was made in Unity by a group of 4 people.
- I programmed all the gameplay mechanics and systems in the game.
- I implemented all the menus and user interface.
- I composed the theme music and made some of the sound effects

## Languages

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- **Arabic:** Native
- **English:** Fluent (TOEFL IBT Score: 108/120)
- **Russian:** Conversational
- **German:** Intermediate

## Hobbies & Interests

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- Gaming
- 3D Art and Animation
- Learning Foreign Languages
- Playing Music (Piano & Ukulele)
- Table Tennis
- Anime & TV Shows

## Favorite Games

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- Monster Hunter Games
- Brawlhalla
- Wizard Of Legends
- Cuphead
- TMNT Games
- Crash Bandicoot Games

## Colorseum

- A 2D Top-down shootet game made in one week for the Brackeys Game Jam 2021.2.
- The game was created in Unity by a group of 3 people.
- I programmed all the gameplay mechanics and systems in the game.
- I implemented all the menus and user interface.

## Personal Projects

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### Banana Prince (Remake)

- Implemented all the UI functionality from the original game.
- Created a dialogue system.
- Recreated the first 3 levels from the original game with all the mechanics and system related.

### Ninja Gaiden II (3D Remake)

- Implemented a state machine based character controller.
- Implemented the AI functionalities for the different types of enemies.
- Modeled, texture painted, and animated all the characters in the game.
- Implemented a replay system that creates a clone of the player as in the original game.

### Battle City (3D Remake)

- Modeled and animated all he tanks.
- Project management and source control.
- Did the texture painting for all the 3D assets in the game.
- Created the VFX in the game using Unity's Particle System.
- Implemented a pooling system.
- Created the audio manager.