

Waleed Muhammad Abdulhameed

Game Developer focused on gameplay mechanics and interactive systems

waleedmabdulhameed@gmail.com | +201044382853

Portfolio: www.waleedportfolio.com

LinkedIn: www.linkedin.com/in/waleed-muhammad000

Giza/Egypt | Military Status: Exempted

Junior Game Development applicant with hands-on experience prototyping gameplay systems in Unity (2D & 3D). Focused on mechanics implementation, player interaction, and iterative prototyping. Currently building practical projects and seeking an internship or junior role to grow within a collaborative game development team.

Skills

- | | |
|---|---|
| <ul style="list-style-type: none">Engines: Unity (2D & 3D)3D Modeling & Texturing: Blender | <ul style="list-style-type: none">Version Control: GitHubScripting: C# (Unity) |
|---|---|
-

Projects & Experience

- 2.5D Space Rocket Platformer - Unity, C# | Game Developer - Gameplay Mechanics**
 - Implemented rocket physics, gravity, and player controls using Unity and C#.
 - Integrated and optimized course-provided assets to create three functional, playable levels.
 - Developed particle systems for the thrusters, explosions, and goal indicators to enhance visual feedback.
 - Practiced core gameplay mechanics and engine workflow for learning and hands-on experience.
 - 2D Space Shooter - Unity, C# | Game Developer - Mechanics & UI**
 - Developed an endless 2D shoot-'em-up game with configurable enemy waves and spawning mechanics.
 - Implemented player and enemy health systems with balanced damage logic.
 - Integrated particle effects, shooting mechanics, and audio cues for an immersive gameplay experience.
 - Created a functional UI with menu navigation, health indicators, and score counter.
 - Designed a dynamic moving background to enhance gameplay aesthetics.
 - Gained hands-on experience in Unity scripting, gameplay systems, and real-time game balancing.
 - 2D Pixel Art Platformer - Unity, C# | Game Developer - Level Design & Animation**
 - Designed and implemented three playable levels with interactive platforms, collectibles, ladders, and environmental hazards.
 - Configured player animations (idle, run, climb) with triggers and integrated movement mechanics.
 - Programmed special interactions, including boost mushrooms and enemy collision logic.
 - Implemented pixel art tile configuration in Unity to generate a visually consistent level environment.
 - Gained hands-on experience in level design and animation control.
-

Education

Faculty of Engineering, Construction Engineering Management - Cairo University | 2025

Certifications

- Blender 3D: Hard Surface Modeling Course - Complete
 - Unity 2D Game Development Course - 85% (Pending UI Module)
 - Ongoing learning:
 - Unity 3D Game Development
 - C# Masterclass
 - Blender Game Vehicle Creation & Engine Integration
 - Blender Game Environments
-

Languages

- Arabic - Native
- English - Fluent