

# Waleed Muhammad Abdulhameed

Game Developer focused on gameplay mechanics and interactive systems

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Portfolio: [www.waleedportfolio.com](http://www.waleedportfolio.com)

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Giza/Egypt | Military Status: Exempted

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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.

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## Skills

- Engines: Unity (2D & 3D)
- 3D Modeling & Texturing: Blender
- Version Control: GitHub
- Scripting: C# (Unity)

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## 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.

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## Education

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

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## 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

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## Languages

- Arabic - Native
- English - Fluent