

Waleed Muhammad Abdulhameed

Game Developer focused on gameplay mechanics and interactive systems

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Portfolio: www.waleedportfolio.com

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Giza/Egypt | Military Status: Exempted

Junior Game Developer with hands-on experience in Unity, C#, & Blender. Developed game prototypes focusing on different aspects: gameplay mechanics, level design, player interaction, and more. Had a previous experience in client management, operational workflows, and repetitive tasks automation.

Skills

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| <ul style="list-style-type: none">• Unity• C# - Visual Studio• Blender | <ul style="list-style-type: none">• Photoshop• Illustrator• Substance 3D Painter |
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Projects & Experience

- **Drive Oshkosh MATV | 3D Artist, Game Developer - Vehicle Systems & Asset Pipeline | Mar.2026**
(Unity, C#, Blender, Substance 3D Painter)
 - Designed a low-poly 3D vehicle while keeping high details through optimizing polygon count.
 - Designed the UV unwrapping for the vehicle with a relatively consistent UV tile density.
 - Performed texture baking to reduce the overall rendering load on the game engine, then textured the vehicle in Substance 3D Painter.
 - Configured the vehicle mechanics and physics, featuring a separate suspension system for the wheels, engine ignition mechanic, 4-Wheel-Drive mode, crab-walk steering mode, and lighting system.
 - Designed a modular test environment using free assets to evaluate the vehicle's performance and to provide a relationship between the vehicle and the surrounding world.
- **2.5D Space Rocket | Game Developer - Gameplay Mechanics | Dec.2025**
(Unity, C#)
 - Implemented rocket physics, world gravity, and player controls.
 - Designed three test levels using modular assets.
 - Implemented a particle system for the rocket thruster, explosions, and completing the level objective.
 - Practiced developing basic game mechanics and simple level design.
- **2D Space Shooter | Game Developer - Mechanics & UI | Nov.2025**
(Unity, C#, Adobe Photoshop)
 - Developed an endless 2D shoot-'em-up game, configured enemy waves, and spawning mechanics.
 - Developed the shooting mechanic and accompanied it with audible feedback for immersive gameplay.
 - Implemented the health system and damage logic.
 - Designed particle systems for the hits and explosions, and the camera shake effect for a better game feel.
 - Created a functional UI, featuring a main menu, score screen, health, and score display.
 - Designed a dynamic background to give the player a sense of motion.

- **2D Pixel Art Platformer | Game Developer - Level Design & Animation | Oct.2025**

(Unity, C#)

- Developed three challenging playable levels with collectables, environmental elements, and hazards.
 - Configured different character animations, such as (idle, run, climb), with triggers.
 - Developed interactive jump-boost mushrooms, enemies, and their behavior logic.
 - Configured tilemaps into Unity for a visually cohesive level environment design.
 - Developed a player lives system, score system, and displayed them on the game UI.
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Education

- **Faculty of Engineering, Construction Engineering Management - Cairo University | 2020 - 2025**
 - Project Planning, Process Modeling, Resource Management.
 - **Google Project Management Professional (PMP)**
 - Project Lifecycle Management, Stakeholder Communication Management, Agile & Waterfall Management Methodologies.
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Certifications

- Blender 3D: Hard Surface Modeling
 - Unity 2D Game Development
 - Blender Game Vehicle Creation & Engine Integration
 - Unity 3D Game Development (*In Progress*)
 - C# Masterclass (*In Progress*)
 - Blender Game Environments (*In Progress*)
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Languages

- Arabic - Native
- English - Fluent