

Hello, I am Mubashar Ahmad

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Objective:

An adept and driven game developer proficient in both game design and programming, eager to tackle engaging projects and leverage my technical prowess and imagination to craft outstanding gaming experiences. I am actively seeking opportunities to join a collaborative team where I can contribute to the realization of innovative gaming concepts and help drive the team towards achieving its goals.

Education:

Bachelor of Computer Science, **University of Engineering and Technology, Lahore, Pakistan**
(expected graduation: **May 2024**) Current - **8th Semester**

Skills:

Game Development: Unity3D, Phaser.js

Programming Languages: C#, JavaScript

Game Design: Level Design, Game Mechanics, User Experience (UX) Design

Graphics and Animation: Blender, Adobe Photoshop

Version Control: Git

Deployment: Steam, itch.io

Projects:

The Wordshift: A dynamic word puzzle game. Players decipher a series of 5-letter words, and as they solve each word, the board seamlessly shifts to reveal a new challenge. The game starts instantly without a menu, and with a word reset on each page load, it delivers a fresh and unpredictable experience.

PaintGame: It presents an intriguing challenge where players extract specific paint quantities through color-coded tubes and buttons. Armed with random paint amounts, players strategically press buttons to fill a container accurately. The "Ready" button initiates new paint quantity generation, fostering an endless and compelling gameplay loop. With its interactive mechanics and randomized challenges, "PaintGame" offers an engaging experience, urging players to refine their paint-extracting skills and master the game's precision.

Antibiotic Avenger: It educates players about antibiotic resistance in an engaging gaming format. Players navigate a world using vaccines as weapons against viruses, each vulnerable to specific vaccines. Movement relies on the up and down arrow keys, while the space bar shoots vaccines. The game offers various antibiotics, each effective against specific virus types. Players strategically choose the right antibiotic to combat encountered viruses, fostering an immersive experience that educates about antibiotic resistance within an interactive gaming environment.

Cimbdle - Australia: It is an engaging game, offering users a thrilling guessing game featuring over 400 rock climbs across Australia. With 5 attempts, users aim to guess the climb, receiving detailed feedback after each try. Successfully guessing unveils climb information and a captivating photo. The game's data, sourced from a CSV file, allows for seamless addition of new climbs. The mechanics involve daily changing answers, user input via typing and dropdown, and precise feedback on climb attributes. Visual cues dynamically indicate matches or disparities in climb style, grade, location, length, and proximity. Additionally, users can seek hints after three incorrect guesses, revealing climb details or a first letter. The visuals, though adaptable, promise an immersive experience matching the excitement of rock climbing across Australia.

Bow Blitz Birds: It is an addictive game where players control an arc with the keyboard to shoot targets and score points. Players must be strategic in their shots as they only have 5 arrows at a time, and must retrieve arrow quivers that appear randomly. However, crazy birds are out to steal the arrows and break the arc, adding an element of challenge to the game. With fast-paced gameplay and unpredictable bird movements, players must aim carefully and keep an eye on their arrows and the bird's movements to succeed in this action-packed game.

Solitaire Card Game: In this game, players are tasked with arranging cards in four different stacks in ascending order, with each stack representing one of the four suits. With smooth and responsive controls, players can easily drag and drop cards onto the correct stack. The game is designed to be challenging, with players having to strategically move cards around to create the best possible order.

Cactus War: In this game, players control a cactus who is tasked with defeating a variety of enemies across five different phases. With each new phase, players will encounter new challenges and obstacles that require quick reflexes and strategic thinking to overcome.

PixelDemolish 2D: It is an exciting and addictive game that challenges players to demolish structures using a saw or blade. With just one level, players can upgrade their saw/blade as they progress through the game. The game features a pixelated environment that adds a retro and nostalgic feel to the game. The objective of the game is to clear the structures in the most efficient way possible, which requires strategy and precision.

RoninRobin 2D: It is an exciting and challenging game that takes players on a journey through two levels of intense action. In this game, players control a brave robin who is tasked with fighting off enemies using either a sword or fire. The game is designed to test players' reflexes, strategic thinking, and quick decision-making skills. With each new level, the challenges become more

intense, requiring players to master new techniques and upgrade their weapons to stay ahead of their foes.

Super Plinko: It is a fun and entertaining game. In this game, players drop coin from the top of a board and watch as they bounce around and land in various slots. Each slot has a different point value, and the goal is to score as many points as possible. The game features vibrant graphics, engaging sound effects, and an addictive gameplay that keeps players coming back for more. Whether you're a seasoned gamer or just looking for a fun way to pass the time, "Super Plinko Game 2D" is sure to provide hours of entertainment and enjoyment.

Endless Capsule Runner 3D: It is an exciting and immersive game created in Unity. In this game, players control a capsule that must navigate through an endless track filled with obstacles and challenges. The objective is to collect as many coins as possible while avoiding obstacles, such as traffic cones. The game features vibrant graphics, engaging sound effects, and an addictive gameplay that keeps players coming back for more.

Messy Room: It is an interactive and engaging game where players have to find hidden objects in a cluttered room. The game features a timer of one minute and four blocks on the left-hand side of the screen, which lists the objects to be found. The player has to search the room for the listed objects before the time runs out. The game is designed to test players' observation and time-management skills, and the cluttered room is filled with items, making the search challenging.

Cube Runner 3D: It is a thrilling and fast-paced game where players control a cube that must navigate through an endless track filled with colored boxes. The cube must avoid boxes of different colors, but can pass through boxes of the same color as the cube player. The game features immersive 3D graphics, vibrant colors, and engaging sound effects. With each new level, the challenges become more intense, requiring players to master new techniques and improve their reflexes.

Snake 2D: In this game, players control a snake that moves around the screen, eating food while avoiding hitting walls or itself. The game features a simple yet engaging gameplay that is easy to learn but challenging to master. With each new level, the speed of the snake increases, requiring players to have quick reflexes and good timing. The game also includes vibrant graphics and sound effects, which add to the overall experience.