

Mohammed Nizam K N

Unity Game Developer | Software Developer | Gameplay Programmer

Dubai, UAE

+971 561715991 — mohammednizamkn217@gmail.com

[LinkedIn](#) — [GitHub](#) — [Portfolio](#)

Professional Summary

Computer Science Engineering graduate with internship experience in game development, mobile application development, and web development. Experienced in developing 2D and 3D games, gameplay systems, mobile applications, web applications, and machine learning solutions through internships and collaborative projects. Strong foundation in object-oriented programming, data structures, algorithms, software engineering principles, debugging, testing, and performance optimization. Founder of MN7 Studios, publishing and maintaining Android games on Google Play. Passionate about creating engaging gameplay experiences and high-quality software while continuously learning new technologies. Seeking opportunities as a Unity Game Developer, Gameplay Programmer, or C# Developer.

Technical Skills

Programming Languages: C#, C++, Python, Dart, JavaScript, HTML, CSS, SQL

Game Development: Unity 2D/3D, Gameplay Programming, Game Mechanics, Enemy AI, Physics Systems, Collision Detection, Scene Management, Scriptable Objects, Object Pooling, State Machines, Audio Systems, Animation Systems, Level Design, UI Systems, Shader Graph, HLSL, Mobile Game Development

Unity Features: Coroutines, Animator Controller, Particle Systems, Input System, Prefabs, Cinemachine, NavMesh (Basic)

Web Technologies: HTML, CSS, REST APIs

Software Development: Flutter, Django, REST APIs

Databases: MySQL, SQLite

Tools: Unity 6, Git, GitHub, Visual Studio, VS Code, Android Studio, Postman (Basic)

Concepts: Object-Oriented Programming (OOP), Data Structures & Algorithms, Software Development Life Cycle (SDLC), Debugging, Performance Optimization, Design Patterns, Secure Software Development

Experience

Junior Unity Developer

May 2025 – Jun 2026

EXR Games

- Developed gameplay systems and mechanics for 2D and 3D games using Unity and C#.
- Debugged and resolved 15+ gameplay issues and fixed 20+ scripting and UI issues during development and testing.
- Implemented player controllers, enemy behaviours, UI systems, and gameplay interactions.
- Designed and optimized interactive levels, traps, and game systems.
- Collaborated in a team-based development environment.

Flutter Development Intern

Jun 2025

NEXTGENPRO

- Developed and enhanced 5+ mobile application features using Flutter and Dart.
- Designed and implemented 10+ responsive UI screens and components.
- Worked with state management, API integration, and performance optimization.
- Designed and integrated local database functionality for efficient data storage and retrieval.

Python Django Intern

May 2023

INFOCYLANZ

- Worked with Python and Django web development fundamentals.
- Developed 3+ web application modules using Python and Django.
- Learned database integration and backend development concepts.
- Assisted in debugging, testing, and maintaining application functionality.

Projects

Mirror Escape — Unity, C#

- Developing a 2D Android puzzle game in Unity featuring unique mirrored movement mechanics where two synchronized characters must reach their exits by solving logic-based puzzles.
- Implementing modular gameplay systems including player movement, level progression, undo & hint functionality, push-tile/Freeze tile mechanics, collision detection, responsive UI, scene management, and mobile touch controls.
- Applying object-oriented programming principles to build reusable and maintainable gameplay architecture using Prefabs, Scriptable Objects, and efficient game state management while optimizing performance for mobile devices.
- Development is in its final stages, with most core features completed and the game currently being prepared for an upcoming Google Play Store release.

Four Fusion — Unity, C#

- **Developed** a 2D Connect Four game in Unity featuring single-player (**Minimax-based AI**) and local multiplayer modes with a responsive and intuitive user interface.
- **Implemented** gameplay systems including a **Minimax-based AI with Easy, Medium, and Hard difficulty levels**, win detection, turn management, animated piece dropping, game state management, and responsive UI for Android.
- **Applied** object-oriented programming principles to build reusable gameplay architecture using modular C# scripts, Prefabs, and efficient board management while optimizing performance for mobile devices.
- Development is in its final stages, with most core features completed and the game currently being prepared for an upcoming Google Play Store release.

Tic Tac Toe Game — Unity, C#

- Developed a 2D Android Tic Tac Toe game in Unity using C#, featuring Human vs Human and Human vs AI gameplay with Easy, Medium, and Hard difficulty levels.
- Implemented turn management, AI decision-making, win/draw detection, responsive mobile UI, scene navigation, audio integration, and modular gameplay systems using object-oriented programming principles.
- Optimized the game for Android devices and completed the Google Play Store release process, with the application currently in the final stage of publishing.
- Successfully completed Google Play closed testing, with the game currently in the final stages of preparation for public release.

Space Shooter Game — Unity, C#

- Designed a modular enemy wave spawning system supporting 50+ simultaneous enemies while maintaining 60 FPS on Android using object pooling.
- Implemented object pooling, coroutines, responsive UI, health management, wave spawning, audio systems, and game state management to optimize gameplay performance.
- Applied object-oriented programming principles to build reusable and modular gameplay systems using Scriptable Objects and Prefabs.

Broken Mukha — Unity 3D — Global Game Jam

- Developed a horror-themed 3D game in a 4-member team during a game jam.
- Implemented player interaction systems, UI functionality, and Cinemachine virtual cameras for immersive gameplay.
- Integrated audio systems, lighting, and gameplay mechanics to enhance the horror experience.
- Collaborated under tight deadlines using agile teamwork practices.

Education

Bachelor of Technology (BTech) in Computer Science Engineering

Nirmala College of Engineering
CGPA: 7.53 / 10

2022 – 2026

Higher Secondary Education (Computer Science)

Percentage: 88%

2020 – 2022

Certifications

- Flutter Development Internship Certificate – NEXTGENPRO
- Python Django Internship Certificate – INFOCYLANZ
- Game Development Certification (Unity & C#) – EXR Games
- Project Management Internship – Braddock InfoTech

Soft Skills

Problem Solving | Analytical Thinking | Communication Skills | Team Collaboration | Adaptability | Attention to Detail
| Time Management | Creativity | Quick Learner | Self-Motivated