

Mohammed Jamal Uddin
Email: jamudd02@gmail.com
Phone: +44 7544347744
[LinkedIn](#)
[Portfolio](#)

Personal Statement

Passionate about crafting immersive gaming experiences, I am a Computer Science with Games Technology graduate with a strong foundation in C++ programming, Unreal Engine, and AI-driven gameplay mechanics. I thrive in problem-solving environments where creativity meets technical execution, always eager to learn and push the boundaries of game development. My goal is to contribute to innovative, engaging, and polished gaming experiences that captivate players.

Technical Skills

- Languages: C++, Java, Blueprint (Unreal Engine)
 - Software Experience: Unreal Engine, OpenGL, ReactJS, Python, Microsoft Office Suite
 - Gameplay Programming: Advanced game mechanics, player controls, AI systems, spline-based level design, enemy behaviour design
 - Misc: Windows 10/11, Visual Studio 2019/2021, C++ STL, FMOD Ex, .obj
 - Other: Team collaboration, project management, game design
-

Previous Project Experience

Zombie Desolation (PC) | 02/2024 - 05/2024

Role: Game Developer

Languages: Unreal Engine, Blueprints

- Developed a survival horror game influenced by Call of Duty: Black Ops 3 Zombies mode.
- Developed a wave-based FPS inspired by COD Zombies, released on itch.io, achieving 16 downloads and 69 views.
- Designed and implemented intricate AI systems, including enemy behaviours, attack patterns, and reactions to player actions.
- Enhanced gameplay mechanics and user interaction to create an immersive, high-tension environment.
- Reduced reported bugs by 70% post-release through iterative patching based on user feedback.

Route (PC) | 02/2024 - 05/2024

Role: Game Developer

Languages: OpenGL, C++

- Created a time-trial racing game with advanced rendering techniques like fog, camera shake, and toon shading.
- Focused on dynamic time trials, visual effects, and refining player experience through iterative design.
- Boosted user engagement with a dynamic camera system and toon shader aesthetic, leading to a 50% increase in player completion rates during testing.

Totenwandler Angriff (PC) | 10/2023 – 12/2023

Role: Game Developer

Languages: OpenGL, C++

- Developed a zombie survival game featuring multiple enemy types with distinct AI behaviours.
- Integrated a progression and point system that increased average gameplay session duration by 50%.
- Worked extensively on creating varied enemy attack patterns and defensive mechanisms.

Asteroids (PC) | 02/2023 - 04/2023

Languages: OpenGL, C++

- Reimagined the classic arcade experience with power-ups, scaling difficulty, and an enhanced scoring system, improving play session length by 25%.
- Decreased performance-related crashes by 80% following structured optimization and memory management.

Work Experience

Sales Assistant

Sports Direct | 11/2021-08/2023

Location: London, UK

- Efficiently managed shoe sales, maintained store cleanliness, and delivered excellent customer service.
- Enhanced team collaboration skills, and developed strong time management and organizational abilities.

Education

BSc Computer Science with Games Technology

City University of London | 10/2021 - 06/2024

Location: London, UK

- Key Courses: Individual Project, Advanced Games Technology, Graphics, AI Systems, Game Design
-

Call of Duty Zombies TikTok Channel | @jamcurry0 | Oct 2024 – Present

- Created and manage a TikTok channel focused on Call of Duty Zombies content, amassing 44M+ total views, 3.8M likes, 250K comments, and 156K shares.
- Produced multiple viral videos (1M+ views each), leveraging in-depth knowledge of Zombies mechanics, player nostalgia, and meme culture.
- Grew an engaged follower base of 30.4K+, building a loyal community through consistent and creative short-form storytelling.