

**Mohammed Jamal Uddin**

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[LinkedIn](#)

[Portfolio](#)

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## **Technical Skills**

Languages: C++, Java

Software Experience: Unreal Engine, OpenGL, ReactJS, Python, Microsoft Office Suite

Gameplay Programming: Advanced game mechanics, player controls, AI systems, spline-based level design

Misc: Windows 10/11, Visual Studio 2019/2021, C++ STL, FMOD Ex, .obj

Other: Team collaboration, project management, game design

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## **Previous Project Experience**

### **Zombie Desolation (PC) 02/2024 - 05/2024**

Roles: Game Developer

Languages: Unreal Engine, Blueprints

Misc: Developed a survival horror game influenced by Call of Duty: Black Ops 3 Zombies mode, incorporating intricate AI systems and atmospheric settings. Enhanced gameplay mechanics and user interaction.

### **Route (PC) 02/2024 - 05/2024**

Roles: Game Developer

Languages: OpenGL, C++

Misc: Created a time-trial racing game with advanced rendering techniques like fog, camera shake, and toon shading. Focused on dynamic time trials and visually compelling environments.

### **Totenwandler Angriff (PC) 10/2023 – 12/2023**

Roles: Game Developer

Languages: OpenGL, C++

Misc: A zombie game where the player have fight against multiple zombie types and live as long as possible before dying. They are able to buy doors and ammo for their gun to help them survive.

### **Castaway (PC) 11/2022 - 12/2022**

Roles: Game Developer

Languages: Unreal Engine, Blueprints

Misc: Designed a survival game where players manage hunger and thirst while awaiting rescue. Successfully implemented intuitive survival systems and player experience design.

**Asteroids 02/2023 - 04/2023**

Languages: OpenGL, C++

Misc: Enhanced the classic 'Asteroids' game with advanced levels and power-ups, utilizing C++.

**Doughnut Defender 10/2021 - 12/2021**

Languages: Java

Misc: Developed a side-scrolling game with complex enemy patterns using Java.

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**Work Experience**

Sales Assistant

Sports Direct

11/2021-08/2023

Location: London, UK

Roles: Efficiently managed shoe sales, maintained store cleanliness, and delivered excellent customer service. Enhanced team collaboration skills.

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**Education**

Computer Science with Games Technology

City University of London

10/2021 - 06/2024

Location: London, UK

Key Courses: Individual Project, Advanced Games Technology, Graphics

Projected 1st

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**Miscellaneous**

**Favourite Games: Red Dead Redemption 2, The Last of Us, God of War, Spider-Man, Horizon Zero Dawn, Call of Duty, FIFA**

**Modules**

Computer Graphics, Individual Project, Advanced Games Technology, Data Visualization, Project Management, Cloud Computing, Data Structures and Algorithms, Computer Networks, Object-Oriented Analysis and Design, Professional Development in IT, Team Project, Games Technology, Programming in C++, Introduction to Algorithms, Mathematics for Computing, Systems Architecture, Programming in Java, Operating Systems, Ethics, Databases