SHAIK NOMAN NASEER

Game Developer | Unity & C#

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PROFILE

Entry-level Game Developer focused on Unity and C#, with hands-on experience building 2D gameplay systems. Experience includes player movement, combat mechanics, enemy AI, parallax environments, scene setup, debugging, and structured Unity project organization. Seeking a game development internship or junior role.

TECHNICAL SKILLS

Game Engine	Unity (2D), Unity project setup, scene management
Programming	C#
Gameplay	Player movement, combat systems, health/death systems, enemy AI
AI / Systems	Enemy detection, attack logic, state-driven behavior
Environment	2D parallax systems, level/scene organization
Tools	MS Word, Excel, PowerPoint
Learning	Unreal Engine fundamentals

PROJECT

HOLLOW HEART — 2D Action Game | Unity + C#

Personal Game Development Project

- Developing a 2D action game in Unity using C#, with a focus on responsive gameplay and combat.
- Implemented player movement, combat mechanics, health/death flow, and state-driven enemy AI.
- Built a parallax environment system to create depth and maintained organized scene/project structure.
- Refined gameplay through iterative testing, debugging, and system-level troubleshooting.

EDUCATION

2027	Bachelor of Commerce (B.Com) — Computer Applications ST PAUL'S DEGREE AND PG COLLEGE Expected graduation: 2027
2024	CEC (CMA) Success Junior College
2022	SSC St. Joseph's Grammar High School

CERTIFICATIONS & TRAINING

- Work Productivity Tools — Wadhwani Foundation, January 2026 | 5 hours
- Online Communication & Data Security — Wadhwani Foundation, January 2026 | 5 hours

LANGUAGES

English • Urdu • Telugu

CORE STRENGTHS

Structured thinking • Self-learning • Execution-focused • Small-project management