

Musaib Memon

9687171228 | musaibmemon16@gmail.com |

[Linkedin.com/in/musaib-memon-177a50298](https://www.linkedin.com/in/musaib-memon-177a50298) | <https://github.com/MusaibMemon/> |

https://drive.google.com/drive/folders/1UHjrvzjVk8FH3Mcj_JZ7zheclZTVQ130?usp=drive_link

SUMMARY

Aspiring Game Developer with hands-on experience in Unreal Engine 5, C++, Unity, and Blender. Passionate about building immersive gameplay, dynamic environments, and polished player experiences. Highly motivated to apply technical skills, creativity, and problem-solving abilities to real game projects and contribute effectively to a game development team.

Skills

- Programming: C++, C#, React.js, Node.js, HTML, CSS, JavaScript
- Engine: Unreal Engine 5, Unity Engine
- Version Control: Git, GitHub
- Web Design: WordPress
- Additional: Blender, Mixamo, Photoshop

Projects

- **Combat Mini Game Prototype - Unreal Engine 5.**
 - Developed a mini game demo using Unreal Engine 5.6 (Blueprint-based).
 - Implemented AI chase and attack behavior with animation montage integration.
 - Built a sphere trace-based melee hit detection system with knockback using `directionalLaunch` Character logic.
 - Created a coin collection system using Blueprint Interfaces.
 - Integrated UI updates via widget references and dynamic text binding.
 - Added gameplay feedback using sound cues, and camera shake.
- **3D Coin Collector Game - Unity | C#**
 - Developed a 3D player controller using Rigidbody-based physics and collision system.
 - Implemented coin collection system using `OnTriggerEnter` and Prefabs.
 - Designed score tracking system using UI (TextMeshPro).
 - Implemented Game Over logic using collision detection.
 - Used `Instantiate()` and `Destroy()` for runtime object management.
- **Stylized Environment Showcase - Unreal Engine 5**
 - Designed stylized nature environment Demo.
- **Pressure Plate Door Interaction Demo - Unreal Engine 5 (Blueprints and C++)**
 - Built a basic Door interaction with pressure plate using both Blueprints and C++.
- **Flappy Zaif - Unity**
 - Developed my first unity project which is Flappy bird game.

EDUCATION

Bachelor of Engineering in Computer Science & Information Technology
LJ Institute of Engineering and Technology, Ahmedabad
(Expected Graduation: 2026)