MUSAIB MEMON

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SUMMARY

Aspiring Game Developer with hands-on experience in Unreal Engine 5, C++, 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

- Unreal Engine 5
- Blender
- Mixamo
- Photoshop
- C++
- HTML
- CSS
- JavaScript
- React.js
- Node.js
- Express
- WordPress
- Quick Learner
- Time Management
- Adaptability

PROJECTS

- **Stylized Environment Showcase - Unreal Engine 5**
  Designed stylized nature environment prototype with stylized material and pre-made assets from fab.

- **Pressure Plate Door Interaction Demo - Unreal Engine 5(Blueprints and C++)**
  Built a basic Door interection 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)