

Mohammed Shijin K







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30/09/2000

EDUCATION

COURSE	INSTITUTE	BOARD	AGGREGATE	YEAR
B.Tech Computer Science Engineering	Govt. Model Engineering College, Thrikkakara	KTU	8.6	2023
Class XII	Govt Boys Higher Secondary School, Manjeri, Malappuram	DHSE	90.5%	2019
Class X	Peevees Model School, Nilambur, Malappuram	CBSE	95%	2017

SKILLS AND INTERESTS

- Technical Skills: Unity, C#, Java, C, C++, Python, HTML, CSS, JavaScript, Node JS, MongoDB, PHP
- Fields of Interest: Game Development, AR/VR Development, Web Development, Machine Learning
- **Operating Systems: Windows**
- Soft Skills: Interpersonal Communication, Management Skills, Leadership Skills, Teamwork, Critical Thinking, Responsibility, Multitasking, Time Management, Problem Solving

WORK EXPERIENCE

Company: Mantis Tech LLC

Post: Unity Developer

Technology(s) Used: Unity, C#

Developing a Gun Simulation project, Rebar on Unity Engine and is responsible for tools development, workflow management, implementing scalable features and gun ballistics simulation.

Company: SEAD Research and Design Studio

Post: Unity Developer

Technology(s) Used: Unity, C#, Mapbox SDK

Developing IYE, a Geo-location Based game and is responsible for Mapbox integration, UI flow development, Gameplay

Development on **Unity Engine**.

Company: Archfiend Studio

Post: Core Gameplay Programmer

Technology(s) Used: Unity, C#, Photon Networking

Developed and released Drift Bike Racing on Android & iOS which garnered over 300K+ downloads since launch and was responsible for Mechanism development, Multiplayer development, Physics, AI development, Gameplay development.

Company: TINET BUSINESS SOLUTIONS

Post: Game Technical Architect

Technology(s) Used: Unity, C#, IBM Watson, Photon Networking

Developed multiple multiplayer WebGL games and 3D personalised Chat bot (IBM Watson assistant) using Unity and was responsible for assisting and guiding multiple teams, Tools development, Gameplay development, Multiplayer development.

Company: Hamilton Spencer

Post: Freelance Web Developer

Technology(s) Used: HTML, CSS, Bootstrap, Php, JavaScript, jQuery Developed **hamiltonspencer.com** as per the supplied XD design.

Company: Bone Game Studio

Post: Game Developer Technology(s) Used: Unity, C#

Developed **Speed Cards**, a memory based card game for **WebGL** platform.

Duration: 1 Month

Duration: 2 Months

Duration: Ongoing

Duration: 2 months

Duration: 2.5 Years

Duration: 2 Months

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GOVT. MODEL ENGINEERING COLLEGE,



KOCHI

Duration: 2 Years

Duration: 1 Week

Duration: 8 Months

Duration: 2 Weeks

Team Size: 4

Team Size: 1

Team Size: 5





PROJECTS

Project: Drift Bike Racing

Post: Core Gameplay Programmer

Technology(s) Used: Unity, C#

Developed Drift Bike Racing, a bike racing game for both Android and iOS with over 300K+ downloads using Unity Engine and

Photon Networking.

Project: Minnal Murali Fan game

Post: Game Developer

Project: Project OASIS

Technology(s) Used: Unity, C#

Developed a fan game based on the recently released Malayalam movie, Minnal Murali using Unity Engine.

Post: Lead Developer Team Size: 5

Technology(s) Used: Unity, C#, Photon Networking

Developed OASIS, a 3D virtual meeting app where people could join in and talk to each other and have a fun time together

using Unity Engine and Photon Networking.

Project: Online Auctioning System

Post: Unity & Backend Developer

Technology(s) Used: Unity, C#, Photon Networking, Nodejs, MongoDB

Developed a real time Online Auctioning System as a web application using Unity for web GL build with Nodejs and MongoDB

for backend.

POSITIONS OF RESPONSIBILITY

Co Lead, Hack Club MEC.

ACTIVITIES & ACHIEVEMENTS

- Secured First Runner Up in Web Technology Competition organized by India Skills Kerala.
- Secured First Prize in Web Development organized by EKC Engineering College.
- Represented Kerala in India Skills South Regionals Competition 2021.
- Secured Third Prize in IBETO Hackathon organized by Govt Model Engineering College.
- Secured a position in the semi-finals at TiE University Global Business Hackathon organized by The Indus Entrepreneurs.
- Secured a position in the semi-finals at IGNITE Innovation Challenge 2021 organised by DARSANA Society.
- Participated in Augmented Reality Workshop organised by Indian Institute of Science, Bangalore.
- Extracurricular Activities: Photography

REFERENCES

- Prof. Dr. Jacob Thomas V, Principal, Govt. Model Engineering College, Thrikkakara. Email ID: principal@mec.ac.in
- Prof. Dr Preetha Theresa Joy, HOD, Computer Science Engineering, Govt. Model Engineering College, Thrikkakara. Email ID: hodcs@mec.ac.in
- Arun M P, Founder & CTO, Archfiend Studio PVT Limited, Ernakulam. Email ID: mparun91@gmail.com