

SAHUL HAMEED K

B.TECH – COMPUTER SCIENCE AND BUSINESS SYSTEMS

Aspiring Game Developer

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Tamil Nadu

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EDUCATION

**Mohamed Sathak
Engineering College**

B.Tech – Computer Science
and Business Systems

- Current Year: 2nd Year
- Expected Graduation: 2028
- CGPA: 8.55

TECHNICAL SKILLS

- Unity (C#)
- Unreal Engine (Blueprints)
- Blender
- Python
- C Programming
- Object-Oriented Programming (OOP)
- Basic Game Design Concepts
- Problem Solving

LANGUAGES

- English
- Tamil

INTERESTS

- Game Development
- 3D Modelling
- Artificial Intelligence
- Technology and Innovation

CAREER OBJECTIVE

Computer Science and Business Systems student with skills in Unity, Blender, Python, and C programming. Seeking a Game Development Internship to apply my skills, gain industry experience, and contribute to innovative game projects.

PROJECTS

Mr.Speak – AI Powered Communication System

- Developed an AI-powered communication system for deaf and mute individuals.
- Converts speech, text, and sign language into understandable communication.
- **Tech Stack:** Python, Speech Recognition, pyttsx3, Google API
- **Features:** Speech-to-Text, Text-to-Speech, Sign Language Recognition

Ice Cube Escape – Endless Runner Game (Unity)

- Developed an endless runner game inspired by Flappy Bird.
- Controlled an ice cube character that avoids fire obstacles.
- Implemented player movement, obstacle spawning, score tracking, and game-over mechanics.
- **Tech Stack:** Unity, C#
- **Features:** Endless gameplay, Score system, Collision detection, Obstacle spawning, Game over & restart system

Blender 3D Models

- Created 3D models and assets using Blender.
- Designed basic models for game environments and objects to improve game development skills.
- **Tools:** Blender

STRENGTHS

- ✓ Passionate Learner
- ✓ Team Collaboration
- ✓ Quick Adaptability
- ✓ Strong Interest in Game Development