

# Mohammad Monis

 Indian

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 E-Mail  
 GitHub

 LinkedIn  
 Portfolio Website

## ABOUT ME

An IT student who excels in Game Development, C/C++/C# programming. I am a big believer in reading for knowledge and participation of sports to stay active. Let's link up and dive into exciting tech conversations.

## PROJECTS

### Kitchen Chaos 3D - Indie Game Developer [ 02/11/2023 - 30/12/2023 ]

Players take on the role of a chef overseeing a bustling kitchen in this inventive game that combines **strategy** and **time management**. They must **prepare** and **deliver delectable recipes** while overcoming numerous challenges and obstacles.

#### What I Discovered :

- *New Input System*
- *Character Controller*
- *Interfaces and Events*
- *Physics Raycast (Collision Detection and Interaction)*
- *Shader graph, Delegates and Interfaces, Code Refactoring*
- *Scriptable Objects*

Link: <https://general-m.itch.io/kitchen-chaos>

### 2D Action Game - Indie Game Developer [ 01/05/2022 - 06/06/2022 ]

Built a 2D action game using **Unity** and **C#**, as well as **weapons**. The player must use a **variety of weaponry** to kill **various enemy types** and **advance to the boss level**.

#### What I Discovered :

- *State Machine Behaviour*
- *Particle System & Animations*
- *Scene Transitions*
- *UI Systems & Panels*
- *Enemy Abilities (Summoning, Chasing, Attacking & Boss fights)*
- *Projectile Shooting & Health Pickup*

Link: <https://general-m.itch.io/the-runner>

### Giant Surviving 2D - Indie Game Developer [ 03/2022 - 27/04/2022 ]

Player must avoid the **Enemies** that are **Descending** from above. Added **Audio**, **Themes**, and a **UI** to a game created with **C#** and **Unity**.

#### What I Discovered:

Unity Basics , 2D Character Animation Player Control, Hazard Creation, UI Design, Sound Integration & Game Publishing

Link: <https://general-m.itch.io/giant-survival>

### My Portfolio Website [ 06/2023 - 08/2023 ]

#### What I Discovered:

- *React Hooks*
- *React Icons*
- *Responsive Sites*
- *Carousels*
- *Slides*
- *Swipe.js*

Link: <https://mohammadmonis.netlify.app/>

## WORK EXPERIENCE

### Origami Games – Internship Trainee (Hybrid)

[ 01/06/2022 - 30/07/2022 ]

- Competed with **50 applicants** and secured one of the **10 openings**.
- Worked on **2D animation games** using **Unity & C Hash**
- Build **Shooting Mechanisms** using **C Hash**.

## EDUCATION

### Bachelor Of Technology in Information & Technology

*Chandigarh Group Of Colleges* [ 2020 - Current ]

**City:** Chandigarh

**Field(s) of study:** Information and Technology

**Final grade:** 73%

### Intermediate

*Asha Modern International School, Saharanpur, CBSE* [ 2019 - 2020 ]

**Final grade:** 58.8%

### Matriculation

*New Era Academy, Saharanpur, CBSE* [ 2016 - 2017 ]

**Final grade:** 82%

## SKILLS & HOBBIES

### Technical Skills

C, C++, C# / Microsoft Office

### Hobbies & Interest

Evid Reader / Sports (Keep Fit) / Video Games Enthusiast  
/ Poetry recitation / Journalism