Abdulqadir Mohamedali

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2nd Year Games Design and Programming student at University of Staffordshire

TECHNICAL SKILLS

- Languages: C++, C#, Python, HTML/CSS, JavaScript, PHP
- Game Engines: Unity, Unreal Engine
- Other Tools: Git, MySQL, SQL, Docker
- Core Skills: Gameplay Programming, Fast Prototyping

PROJECTS

Paint Mechanics System | Unreal Engine 5 (C++, Blueprints, Jetbrain Rider)

- Engineered performant gameplay systems using **Object Pooling and Spatial Partitioning** for **paint** projectiles and collision management.
- Designed a **decoupled Ability System** with Interfaces and **Data Assets enabling rapid iteration** without recompiling core code, very little **'Tick'** usage.
- Implemented polymorphic paint effects driven by surface state.

Forgiveness Mechanics + Splatoon themed Platformer | Unity (C#, Visual Studio 2022)

- Built coroutine-driven movement with no Update polling; implemented **jump buffering, coyote time, variable jump height and more,** for forgiving player input.
- Improved runtime performance via **Object Pooling** for dash after images
- Implemented multi-layered **"game feel"** feedback (VFX, SFX , camera , Physics, UI)

EDUCATION

- BSc (Hons) Computer Games Design and Programming, University of Staffordshire
- T-Level Digital Production, Design and Development , Leicester College

Experience (Reference available upon request)

Sep 2023 - Jul 2024 | T-level course placement | Junior Software Engineer

Team Lead, 3D Modelling & Animation | De Montfort University | Sidefest (316 hrs)

- **Led** team efforts on University Open Day App prototype; **coordinated 4 multidisciplinary teams (Audio, Programming, UI/UX) with Agile processes**.
- **Delivered daily/weekly progress updates**; Alongside modelling & animation, collaborated on Unity CC through animation timing & feedback loops.

Extracurricular Activities

UKIE Student Game Jam 2026 | Programmer (Unity / C#)

- Built synchronized dual-character control and split-screen puzzle systems in a 36-hour jam, delivering a stable playable prototype.