MOHAMMED TAMIM
Engine Programmer

- Github
- LinkedIn
- mohammedtamim.se
- Unreal Engine Marketplace
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EDUCATION

Game Programmer (Engine/Tools)
FutureGames Malmö
2023 - 2025

Bachelor's Programme In Game Design and Programming
Uppsala University
2020 - 2023

SKILLS

- Engine Programming
- Tools Programming
- Gameplay Programming
- C++/C#
- Unreal Engine 5
- Unity
- Git/Perforce/Plastic

LANGUAGE

- Swedish - Fluent
- English - Fluent
- Arabic - Native

PROFILE

I am a game programmer and game designer with a wide set of skills in both fields with a specialization in engine programming and tools programming. I am looking for an engine/tools programmer internship starting October 28th 2024.

RELEVANT PROJECTS

Primrose
2023 - 2024

Game Engine - Personal

- Made in C++
- Utilizes OpenGL and Dear Imgui
- Includes Editor, Asset Management, ECS and Unity-like logging tools with GUI.

Grim
2024

Game - Group (12 Members)

- Built the full backend of the game from initialization until gameplay
- Worked on all gameplay features including combat, physics interaction, AI, 3C, cutscenes and inventory
- Made the Transition Tool Plugin and Sound System Plugin which are both available on the Unreal Engine Marketplace

Marigold
2024

C++ Container - Personal

- Equivalent to the standard vector
- Fully compatible with the STL
- Better performance than the standard

REFERENCES

References are provided if asked for.