CONTACT

📞 +46 73-378 23 75

✉ osman0102004@gmail.com

📍 Stockholm, Sweden
Alphyddevägen 16, Sickla

LINKS

🌐 Portfolio

in LinkedIn

GitHub

SKILLS

- C++ & C#, Visual Studio
- Engine Programming & Pipeline
- Graphics Programming & API (DX11, HLSL, RenderDoc)
- Unity
- Perforce, Git
- ImGui
- SCRUM

AWARDS

- Google Award winner for Mobile Game 'Soulmates' [1], [2], [3]

LANGUAGES

- English - Fluent
  - Educated at CEFR C1
- Swedish - Native

INTERESTS

- Singleplayer & Co-Op games
- Semi-pro at Overwatch 1, Top 500 EU
- I love One Piece!

Mohammed Osman

Game Developer & Programmer

EDUCATION

The Game Assembly, Stockholm
Game Programmer

August 2023 - Current
Higher Vocational Education

- Specialization in Computer Graphics & Gameplay.
- Eight group-projects across Unity, TGA-Engine, and a Custom-Built Engine.
- 14 individual courses; C++, Linear Algebra, Data Structures, Graphics Programming (DX11), AI, Networking, Scripting and others.
- Collaborated with Level Designers, Artists, and Procedural Artists.

LBS Södra, Stockholm
Game Development - Technology Program

June 2020 - May 2023
Upper Secondary School

- Program centered on practical skills in Unity and C# programming.
- Collaborated on five team-based game jam projects, one to two weeks each.
- Worked closely with game artists to develop a game from concept to completion, based on certain design requirements and target audiences.
- Partook in Game Design courses, focusing on player demographics & "Game Juice" among other things.

ABOUT ME

Portal 2 ignited my game dev obsession at age nine— and I have been fully committed ever since.
Driven to craft soulful, unforgettable game experiences that truly resonate with players. I love making games and I am currently looking for an internship.