Muhammad Noushal

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About Me

As a self-taught **Unity Developer** from Kochi, I specialize in creating immersive and efficient game experiences with a strong focus on scalable, optimized and secure game systems. My passion for real-time rendering, interactive environments, and learning new technologies drives my commitment to providing high-quality gaming solutions. With expertise in Unity's ecosystem, I aim to develop creative and technically sound applications that engage users and meet modern gaming standards.

Technologies

Languages: C++, C#, Lua, Java, HTML5, CSS3, JavaScript, Bash, SQL

Frameworks & Libraries: Bootstrap, Node.js, Express, Discord.js

Databases: MongoDB, MySQL, HeidiSQL

Tools & IDEs: Unity, Visual Studio, VS Code, Eclipse, Replit

Cloud Platforms & DevOps: AWS, Firebase, Heroku, Netlify, Cloudflare, Git

Software & Design Tools: Blender, After Effects, Premiere Pro, Photoshop, DaVinci Resolve

Education

Brototype, Unity Full Stack Developement	*March 2024 – Present*
GHSS Edathala, Higher Secondary	*June 2022 – March 2024*

Experience

Unity Developer - Intern *June 2024 - Present*
Brototype

- Studying and Developing Unity Games using CSharp and other related technologies.
- Setting goals for a week and try to complete it within a week.
- Studying and Implementing new Features.
- Participating in reviews and getting feedback from developers.

Game Developer *Jan 2021 - April 2024*
Deadline

- Developing and maintaining the game server using Pawn and other related technologies.
- Collaborating with cross-functional teams including designers, and other developers to create high-quality Features.
- Implementing immersive and quality based features.
- Participating in code reviews and providing constructive feedback to other developers.

Node.js Developer *March 2020 - April 2021*
Dexcord

- Developing and maintaining web applications using Node.js and other related technologies.
- Collaborating with cross-functional teams including designers, product managers, and other developers to create high-quality products.
- Implementing responsive design and ensuring cross-browser compatibility.
- Participating in code reviews and providing constructive feedback to other developers.