

N A B E E L M O H A M M E D

• Game Developer, Game Programmer, Game UI, Game Designer •

EDUCATION

Savannah College of Art and Design(SCAD)
Anticipated Graduation in 2026
BFA in Interactive Design and Game Development.

CONTACT

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EXPERIENCE

2023 SCADShow Assistant

Atlanta - November 2023 to Present
•Managed and organized movie screens and panels for students to partake in.
•Communicative and team building skills to build a better staff environment and atmosphere.

2024 Senior SCADBound Leader

Atlanta -October 2024 to Present
• Acted in a Logistics role and worked closely with the Director of Student Involvement to plan events for students and ensure that everything is planned accordingly and runs smoothly.

2024 SCADBound Leader

Atlanta - July 2024 - October 2024
• Worked with the Student Involvement team to ensure the Summer Experiences ran smoothly and was able to think on the fly to ensure no issues were shown to the public

2024 SCAD Pre-College Assistant

Atlanta - June 2024 - July 2024
• Acted in a Leadership role for students during the duration of the program. Helped manage events and day-to-day activities for students.

2023 SCAD Intramural and Recreation Attendant

Atlanta - November 2023 - September 2024
• Organized and coordinated sporting events and tournaments for students to partake.
• Showcased communications skills to ease tensions and alleviate heated conversations and arguments

PROJECTS

2024 SCAD PRO X Deloitte

Erin Rapid Fire VR Store (Level Designer, Lead Lighting Manager)- March 2024 to May 2024
• Worked closely with the Art team to organically place items in the level, so users feel like they're in a store.
• Using Unity's HDRP system, we backed the lighting to ensure the VR scene felt alive.

2024 Global Game Jam

Eye Love You (UI Manager and Designer)- January 2024
• Designed and Implement a Main Menu, Options and Pause Screen along with an in-game HUD

SOFTWARE

Photoshop	Unity
Illustrator	Unreal
Substance Painter	Twine
C++	Maya
Figma	Blueprints

SKILLS

Problem Solving	Project Management
Adaptability	Scheduling
Communication	Logistics
Team work	3D Modeling
UI Designer	Level Design
Game Programming	Lighting