

Musaib Memon

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GitHub: github.com/MusaibMemon | Portfolio: <https://musaib.in/>

SUMMARY

Aspiring Gameplay Programmer and Unreal Engine Developer with hands-on experience in Unreal Engine 5, C++, Blueprints, Unity, and Blender. Completed a six-month Unreal Engine Developer internship focused on RPG engine work, and building gameplay prototypes with AI behavior, melee combat, player interaction systems, UI feedback, and multiplayer game mechanics.

SKILLS

Programming: C++, C#, JavaScript, React.js, Node.js, HTML, CSS

Game Engines: Unreal Engine 5, Unity Engine

Tools: Git, GitHub, Blender, Mixamo, Photoshop

EXPERIENCE

Unreal Engine Developer Intern - Akiyam Silution

Six-month internship

- Worked on RPG engine development using Unreal Engine, contributing to gameplay-focused systems and engine-side implementation.
- Applied Unreal Engine workflows, Blueprints, C++ fundamentals, debugging, and iteration to real project tasks.
- Worked on integrating Player Farming System, Npc variations, traffic control system into RPG engine.

PROJECTS

Multiplayer Gameplay Prototype - Unreal Engine 5 (In Development)

- Developing a multiplayer gameplay concept with role-based rules, public/private session goals, and PC-focused gameplay flow.
- Designing blink-based movement mechanics where survivors move only while another player is blinking, while the hunter role moves independently.
- Planning lobby/session flow, hiding timer, black-screen blink effect, elimination logic, and win conditions.

Combat Mini Game Prototype - Unreal Engine 5.6

- Developed a Blueprint-based combat demo with AI chase and attack behavior, animation montage integration, and gameplay feedback.
- Built sphere trace-based melee hit detection with knockback using directional Launch Character logic.
- Created coin collection and UI update systems using Blueprint Interfaces, widget references, and dynamic text binding.

3D Coin Collector Game - Unity | C#

- Developed a Rigidbody-based 3D player controller, collision flow, coin collection system, and TextMeshPro score UI.
- Implemented game over logic and runtime object management using Instantiate() and Destroy().

Stylized Environment Showcase - Unreal Engine 5

- Designed a stylized nature environment demo in Unreal Engine 5.

Pressure Plate Door Interaction Demo - Unreal Engine 5 | Blueprints and C++

- Built a basic door interaction with a pressure plate using both Blueprints and C++.

Flappy Zaif - Unity

- Developed a Flappy Bird-style Unity project as an early gameplay prototype.

EDUCATION

Bachelor of Engineering in Computer Science & Information Technology

LJ Institute of Engineering and Technology, Ahmedabad | Expected Graduation: 2026