

Najee Ullah

Unity Programmer

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Education

Bachelor of Science, Computer Science

2022-2026

University of Sargodha, Pakistan

Technical Skills

- Programming Languages: C#, C++
 - Game Engines: Unity, Godot
 - Tools & Technologies: Git, Blender, Photoshop, Visual Studio, GitHub, Audacity, Aseprite
 - Other Skills: Object-Oriented Programming, Version Control
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Projects

Short High Score Cooking Game | Unity Game | Unity, C# | [\[Project Link\]](#) [\[Github Link\]](#)

- Implemented Core Unity Programming Concepts following Code Monkey's Tutorial for scalable logic
- Implemented Object Oriented Programming Concepts
- Designed and Implemented the UI functionality

Arithmetic Skill | Short High Score Puzzle Game | Unity Game | Unity, C#, Photoshop | [\[Project Link\]](#) [\[Github Link\]](#)

- Implemented the Skill Tree and Core Gameplay Loop
- Implemented Online High Score Leaderboards using Loot Locker
- Entry for 20 second Game Jam

Disco Pomodoro | Productivity Tool | Unity, C#, Photoshop | [\[Project Link\]](#) [\[Github Link\]](#)

- Implemented a highly customizable pomodoro logic with configurable attributes
- Implemented Inheritance, Polymorphism Concepts
- Unity Save System for configurations
- Implemented Multi Language support
- Implemented as lazy background process which is always overlay to window apps

Icon Generator | Editor Tool | Unity, C# | [\[Project Link\]](#)

- Implemented a highly customizable editor tool for creating icons from 3d models published on Unity Asset Store
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Hobbies

- Books (Fiction, Non-fiction, History, Classics)
- Video Game Creation Documentaries from sources like noclip