

SOBAN SYEED

GAME GENERALIST



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snakymz.github.io/Portfolio

PROFILE

Game Developer specializing in Unity and Blender. Known for my collaborative spirit, excelling as a team player with strong communication skills. Completed more than 10 game projects consisting of different genres.

EDUCATION

MASTERS DIPLOMA IN CODE PROGRAMMING

NICT Computer Education
Grade: A 2022 - 2024

SECONDARY SCHOOL

Solomon High School
Grade: B+ 2004 - 2015

SKILLS

- **Programming:** C Language, C++, C#
- **Softwares:** Unity, Blender, Unreal Engine
- **Tools & methods:** 3D Design & Modeling, Code Development & Testing, Gameplay & UI Programming, Github
- **Unity Tools:** Probuilder, Cinemachine, Timelines, Animations, Raycast, Shader Graph, NavMesh, Scene Management
- **Blender Tools:** Modelling, Sculpting, Shading
- **Unreal Tools:** Blueprints

CERTIFICATES

UNITY JUNIOR PROGRAMMER

Unity Technologies
January 2025

UNITY ESSENTIALS PATHWAY

Unity Technologies
August 2024

EXPERIENCE

3D MODEL & TEXTURE ARTIST INTERN (REMOTE)

Horizon Simulations

July 2025 - Present

Using Blender to create detailed 3D airport models and textures for Microsoft Flight Simulator. Focused on realism, scale accuracy and performance optimization. Collaborate with team to ensure assets meet engine and visual standards.

INTERN UNITY DEVELOPER (REMOTE)

GameDevelopedia

June 2025 - Present

Appointed as a lead Unity developer for a small team. Delegated tasks, provided guidance and ensured timely delivery of features across the team. Reviewing and evaluating completed work to ensure quality. Actively contributed to development by completing complex tasks in Unity. Collaborated with other team members to troubleshoot issues and optimize game performance.

LANGUAGES

ENGLISH C1 HINDI C2
GERMAN B1 CZECH A1
SPANISH A1