

# MAHMOUD MAHMOUD

## Independent Game Developer

📍 London

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### SUMMARY

I am a university graduate with four years of experience in game art and development. My area of expertise focuses on 2D, animation, character designs, illustration work and UI. Completing my degree has helped with understanding art pipelines and applying them to a range of different game projects.

### PROJECT EXPERIENCE

**Game Developer – Unity, Ink, Clip Studio Paint – Solo**  
**Project: Danganronpa Adamantine (Fangame)**

- Programming features such as the dialogue system, main menu, and 'class trial' mechanics.
- Extra features programmed for the dialogue system such as font size changes and shaking text.
- Created the character designs shown in the video.
- Created a sci-fi and / or high-tech aesthetic of the game's UI.

**Game Artist – Photoshop, Clickteam Fusion - Group**  
**Project: “Holey Moley”**

- Contributed as a game artist in the Global Game Jam 2023 project, "Holey Moley," completed within a weekend.
- Created pixel art and animations for the gopher player character, emphasizing visual storytelling and engaging gameplay.
- Designed pixel art assets for environmental elements, including grass, oxygen pockets, and vines that pose threats to the player.

**Game Developer – Clickteam Fusion - Solo**  
**Project: “Karma’s Hold”**

- Designed and developed the UI for hearts health system, button prompts and overall main menu.
- Developed visual effects i.e fog, which enhanced the atmosphere of the game.
- Programmed systems for health, combat and camera.

### WORK EXPERIENCE

**Game Artist (Internship)**  
**May 2022 – July 2022**  
**Octopus 8 Studios, Uxbridge**  
**Project: “Gear Girl”**

- Developed thematic and purposeful User Interface (UI) elements, ensuring seamless integration within the game environment.
- Developed character concepts and finalized sprite/pixel art for in-game characters, ensuring cohesive visual aesthetics.
- Produced frame-by-frame animations for characters and general visual effects (VFX) to enhance immersion.

### LINKS

<https://www.mahmoudgameassets.com/>

<https://www.artstation.com/modux5>

### SKILLS

**Core Skills:** Game art, Game Design, Programming  
**Software Skills:** Unity ,C#, Ink, Photoshop, Clip Studio Paint, Click team, Microsoft Office  
**Version Control:** Unity Plastic SCM, Github

### EDUCATION

**Postgraduate Diploma – Digital Games: Theory and Design**  
**September 2022 – September 2023**  
**Brunel University, Uxbridge**

**Grade achieved:** Post graduate diploma

**BA Games Design (Technology)**  
**September 2019- July 2022**  
**Brunel University, Uxbridge**

**Grade achieved:** 2:2