

Mohamed Khalil Chabir

Gameplay Programmer

Nº1 **Intro**

Nº2 **Education**

Nº3 **Experience**

Nº4 **Projects**

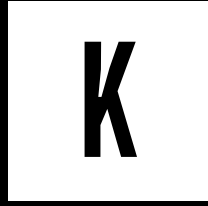
Nº5 **Credibility.**

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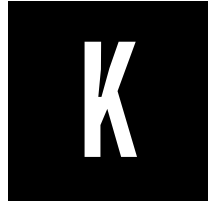
Hi! I'm Mohamed Khalil Chabir,

Game Programmer specializing in **Unity** and **Unreal engine**.

I have developed a deep understanding of **Game development principles, Programming languages, and Fundamental Game design Architecture.**



Game Developer
Also a
Programming Thinker ;



Skills

Game engine :

Unity UE5 Raylib

Alternative :

Godot
Love2D (Lua Library)
SFML (C++ Library)

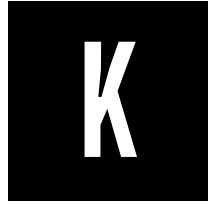
Programming Languages:

C# C/C++ Javascript

Alternative :

Python
Lua
Golang

*Alternative: Have a fundamental knowledge of it.



Tools

Dev tools

Git

Bash Scripting

Visual Studio / VSCode

Creative tools

3DS Max / Zbrush

Blender

Photoshop/Illustrator

Organization tools

Notion

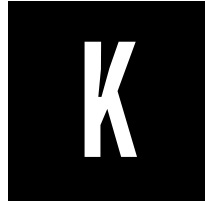
Trello/Asana

Excalidraw



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Education



Highschool

Baccalauréat* in Computer Science

Lycée Manzah 6 - 2020-2021

University

Master's degree in Software development and New Technology

ISI Ariana - Higher Institute of Computer Science 2024-Present

Bachelor of Science in Game Development

ISAMM - Higher Institute of Arts and Multimedia Manouba 2022-2024

Diploma in Communication Multimedia

ISAMM - Higher Institute of Arts and Multimedia Manouba 2021-2022

Training Courses (Certifications)

Unity Game Development

Make Video Games
with Unity

Certified by
Life of gamers - Be
Art

C# Programmer

C# Developer

Certified by
SoloLearn

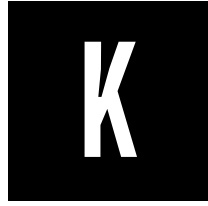
Nvidia Artificial Intellegence

AI for Predictive
Maintenance/Deep
Learning/Natural
Language Processing

Certified by
Nvidia Training

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Experience



Experience



Blade N Fight Studio

Title:
Founder



Herodot Studio

Title:
AI/Gameplay Programmer



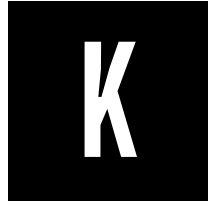
CGI Studio

Title:
Game Programmer



NKX Studio

Title:
Level Designer



Freelancing

Upwork

Game Development

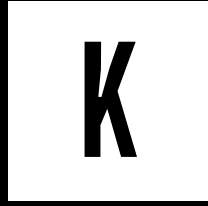
Web Development

Fiverr

Game Development

itch.io

Game Development



Games I/We Made. with Unity.

Professional Projects:

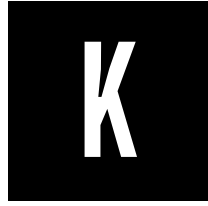
Unannounced Game (Zombie Game)

Aaron Crusade

Wakeup : Medina Thrills

The Hangover

Project X



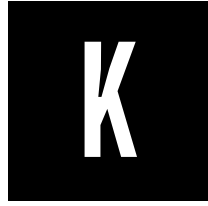
Appocalypse Game

CGI STUDIO | Game Programmer



3D Appocalypse game , Prototyped on AI Mechanics of Zombies, Shooting Mechanics, Movement sprint ect..

Duration : 5 weeks ~ 1 month



Aaron Crusade

NKX Studio | Level designer

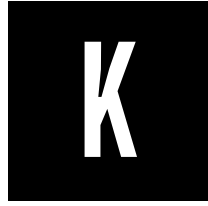


As a freelance worker, i did the forest/cave level design in France indie game studio

Duration : 2 weeks

Teaser :

<https://youtu.be/MXdf0XvmkQo?si=vPt3bljXPCYNIVI8>



Wakeup : Medina Thrills

Herodot Studio | AI Programmer



As my final year in university, me and my partner worked on characters AI in multiplayer game, with behavior tree system and Utility to make the game more challenging.

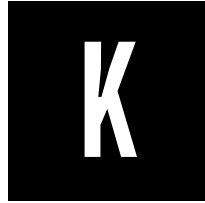
Duration : 22 weeks ~ 5 months

Slide Presentation :

https://docs.google.com/presentation/d/1zj4h8-Y_iUa4JXh2RNuIE8YSCQOJtDn96YL_JLuJAdE/edit#slide=id.g2e12aa19faf_0_44

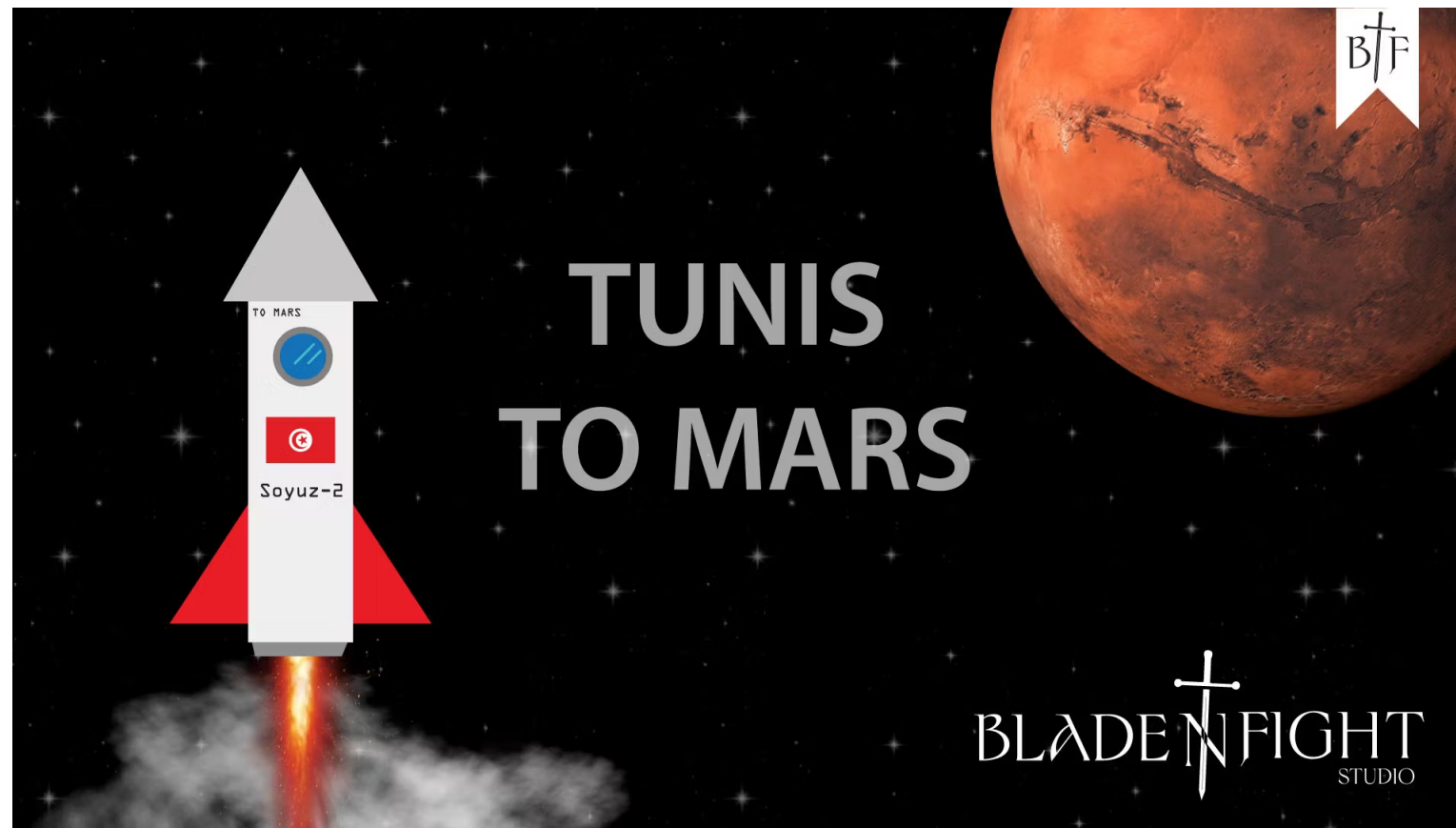
Game design Document :

https://docs.google.com/document/d/1AJyXSK_pau6l10i5wCu45h1Ev6uhZuUQ1-NEmRDFAdg/edit



Tunis to Mars

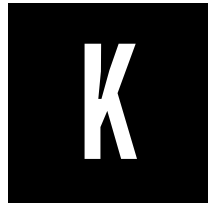
Blade & Fight



The game started as GameJam, now is pushed forward to itch.io as my first game as game developer

Download (itch.io):

<https://therealfodo.itch.io/tunis-to-mars>



The Hangover

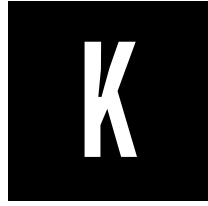
Global Game Jam 2023



we worked on a laugh theme game,
with 4 partners working on. 3D artist /
Concept artist and 3 Programmers.
we got our first certification as
participant in GGJ.

Duration : 2~ days (speedrun)

Github



Project X : THE GAME

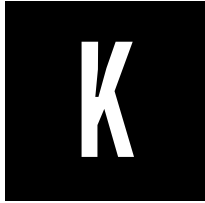
ISAMM 2023



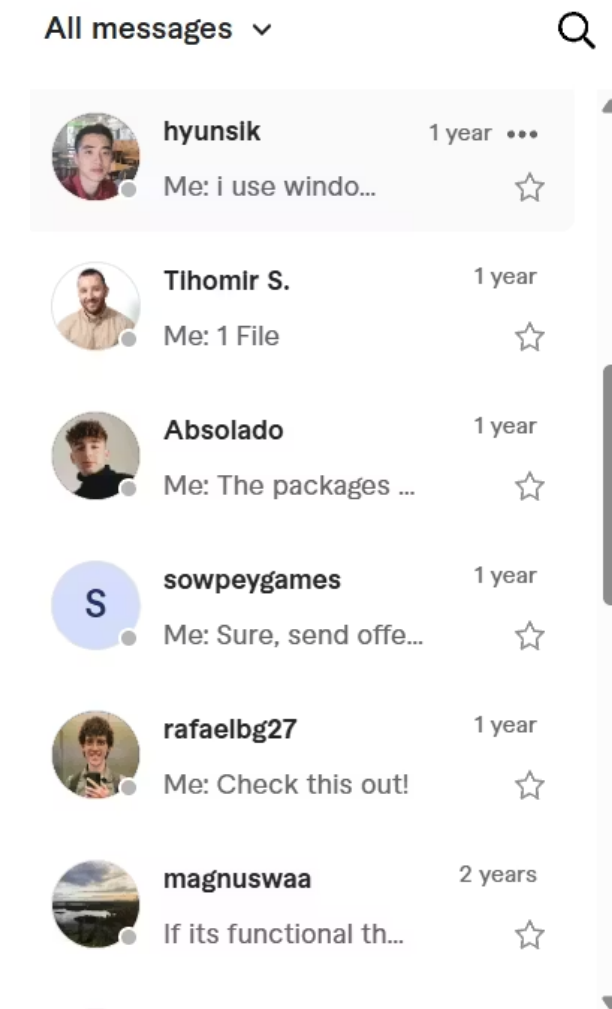
The game itself was on big budget in mind, with amazing mechanics game like "Max Payne" style, worked with my colleague.

Duration : ~ 2 months

[Github](#)



Freelance Project



Over 20+ projects...

*This is a proprietary project; unfortunately, I cannot showcase it publicly

University Projects :

Trapped on The Dungeon (Mobile)

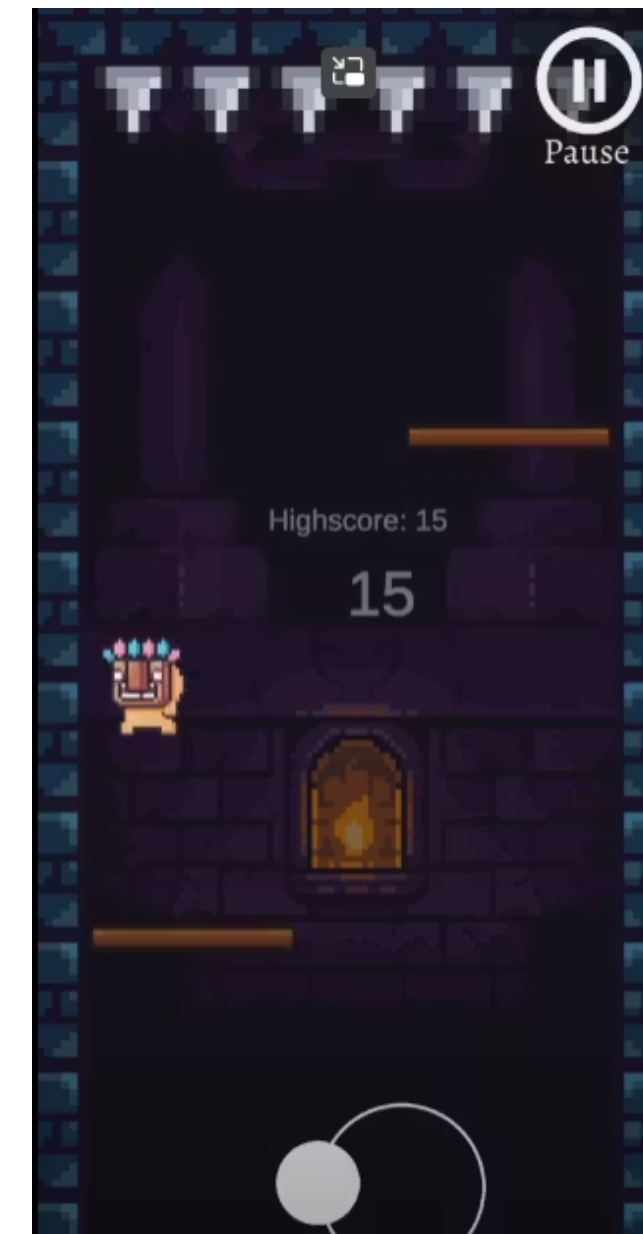
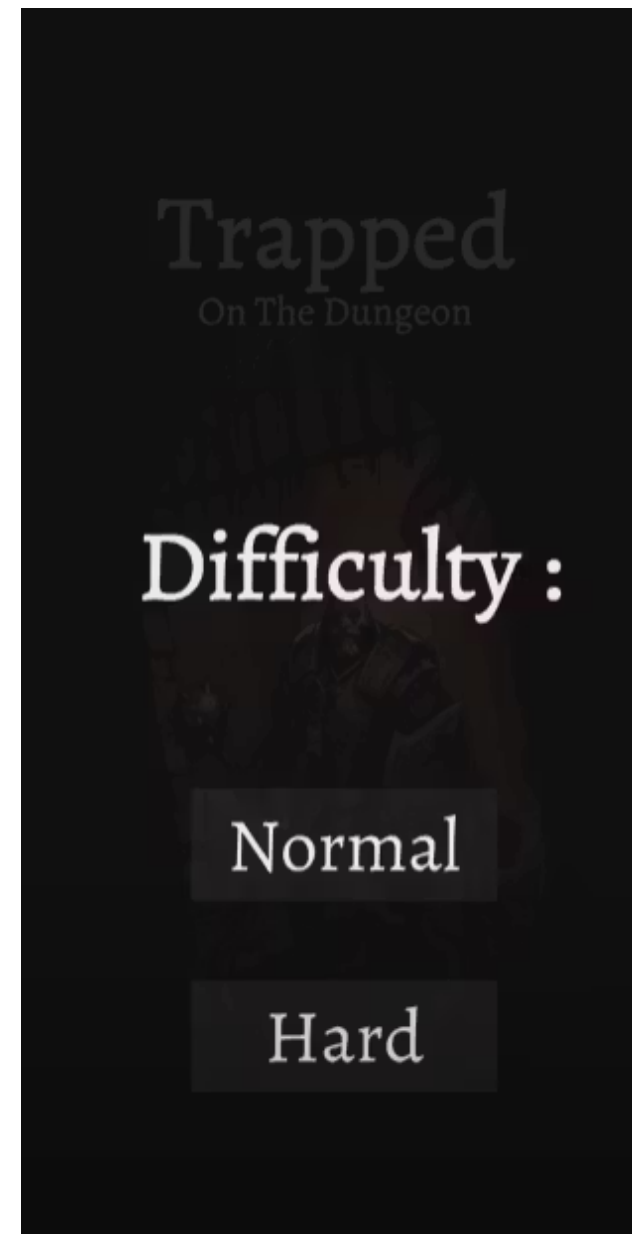
The Undead Uprising (PC)

Quiver (VR)

and more...

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Trapped On The Dungeon

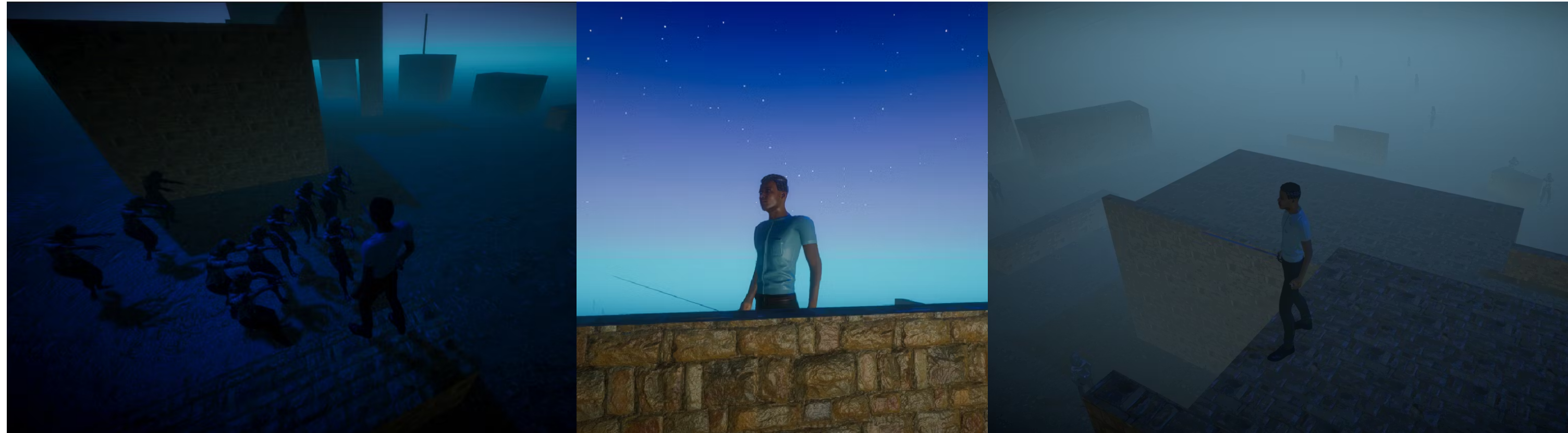


Link (APK + Gameplay):

https://drive.google.com/drive/folders/1nJ4z0tKAnGdgpXwV1_llgL21N4CV7r8O

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The Undead Uprising

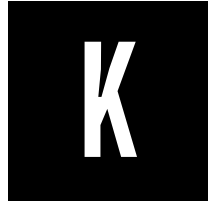


Source Project :

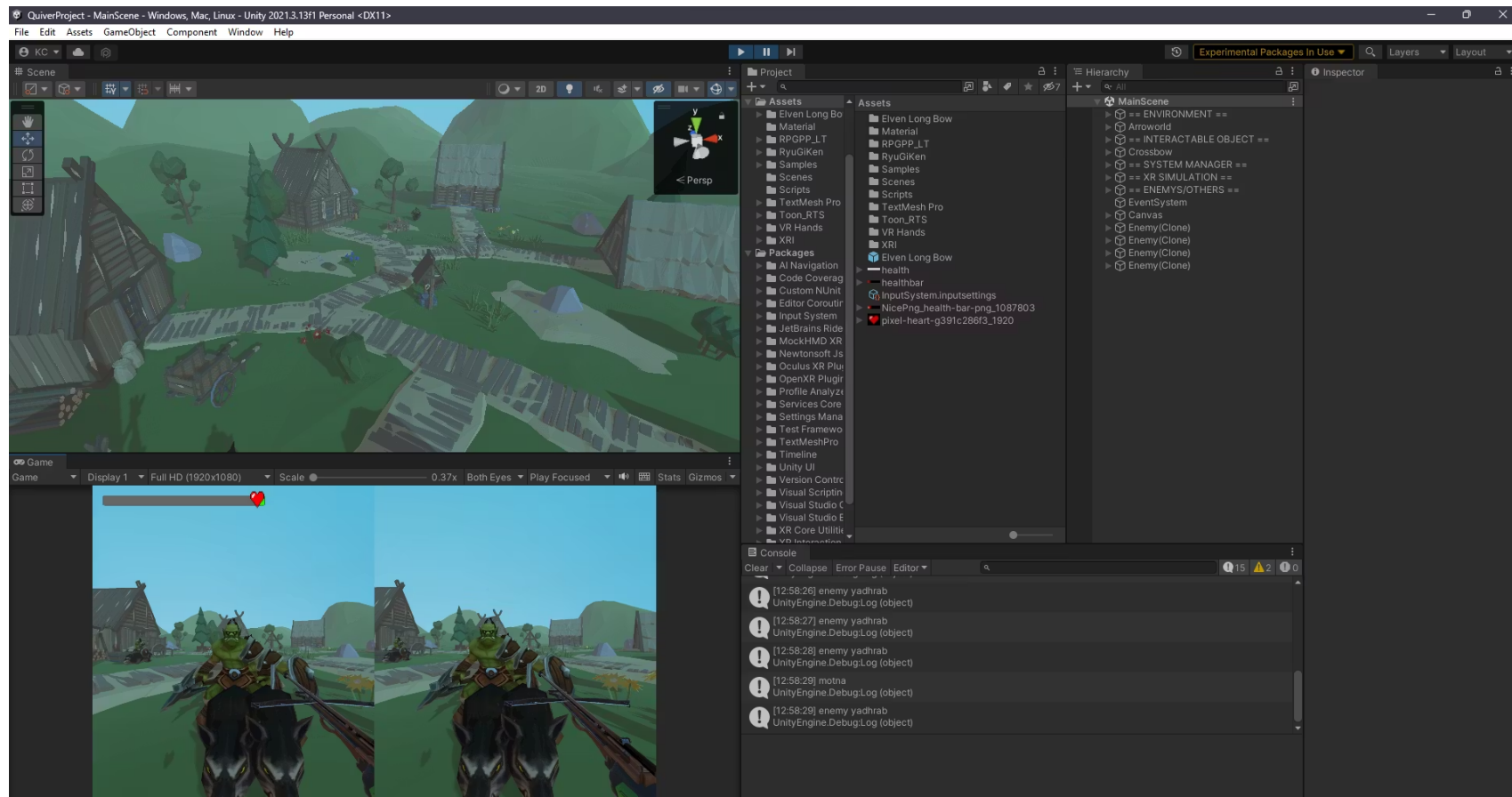
<https://github.com/Therealkhalil/3DZombieProject>

Gameplay :

https://youtu.be/RjnpxZ_LoL8



Quiver VR



Source Project :

<https://github.com/FreeSaladEggs/Quiver-Project>

Gamplay :

https://youtu.be/TaQiWDevF_U

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Jump Square (2D project)

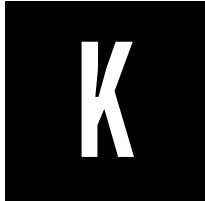
JUMP SQUARE



2D Game Like "Geometry Dash" with **Gravity Control**

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**AND MORE
TO CHECK
ON MY
GITHUB**





Khalil Chabir
Therealkhalil

Software Engineer ~ Game Developer
@KhalilChabir

Edit profile

0 followers · 1 following

- Balde & Fight Studio
- Tunis, Tunisia
- in/khalil-chabir-584006208
- @khalil_chabir
- darealfodo

Popular repositories

Cubic-Maze Public

Cubic-Maze

C# ☆ 2

hypercasual-magnuswaa Public

hypercasual magnuswaa fiverr order

C#

SubwaySfClone Public

Subway Surferf Clone sami et khalil

C#

KhalilHyperCasual Public

mertay8 Hypercasual Fiverr Project Order

C#

projetaziziplatform Public

projetaziziplatform

C#

3DZombieProject Public

C#

301 contributions in the last year

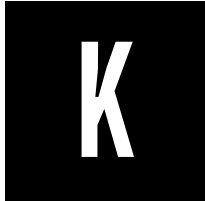
Contribution settings

	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep
Mon												
Wed												
Fri												

Learn how we count contributions

Less More

<https://github.com/Therealkhalil>



Freelance Review



qawedr5

 Ukraine

★★★★☆ 4.7

1 year ago

Nice seller, job done well. If you think that the work is too expensive. You are mistaken, programming is very difficult.

Up to US\$50

Price

4 days

Duration

 Seller's Response



Certifications and Contracts Proof:

<https://drive.google.com/drive/folders/1SgbRB1PNd8KHiQfZlcXUS7hdoqB2Z-mv?usp=sharing>

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Get in touch.





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