Muhammad Shaheer

Information Technology Student | Software & Game Development

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Profile

Seventh-semester Information Technology student at the University of Malakand. Builds Unity gameplay prototypes, C# console programs and responsive web interfaces. Combines software development with 3D and visual design through Shaheer IT Studio and shares practical development notes and tutorials for beginners.

Education

University of Malakand, Pakistan
Information Technology studies, seventh semester

Technical Skills

Programming and graphics: C++, C#, OpenGL
Game development: Unity, Input System, Rigidbody, character movement, animation
Web development: HTML, CSS, JavaScript, responsive layout, Cloudflare Pages, D1
Design and workflow: Blender, Affinity, GitHub, technical documentation

Selected Projects

Unity Character Controller Prototype GitHub repository

- Implemented camera-relative movement in C# using Unity's Input System and Rigidbody velocity.
- Connected walk and run inputs to animation states and adjusted the character's rotation to follow movement.

Shaheer IT Studio Portfolio GitHub repository

- Developed a responsive portfolio with project pages and a development journal using HTML, CSS and JavaScript.
- Added a content dashboard backed by Cloudflare D1 for updating projects, services and site content.

C# Learning Lab GitHub repository

- Wrote console exercises for input, type conversion, branching, loops and string handling, including a hypotenuse calculation exercise.

Design and Final-Year Project References Design files • Reference collection

- Created and organised Affinity sports graphics, posters and templates. Collected campus map imagery and reference photographs for the final-year project.

Online Profiles

itch.io • Fiverr • Instagram • TikTok • Facebook