

MOHAMMAD FAIAZ ALIKHAIL

TOOLS PROGRAMMER | Technical Designer | Game Developer

Whitby, Ontario, Canada | contact@afcanstudios.ca | [Portfolio](#) | [LinkedIn](#) | [GitHub](#)

PROFILE

Current Game Design and Development student at Toronto Film School, focused on tools programming, technical design, and game development. Brings hands-on experience with C++, C#, Python, Unreal Engine, Unity, and web systems, backed by a practical IT foundation, disciplined problem solving, and dependable follow-through.

TECHNICAL SKILLS

Programming: C++, C#, Python, JavaScript, PHP, MySQL, HTML, CSS, object-oriented development

Engines & frameworks: Unreal Engine, Unity, Phaser, Construct 3

Game systems: Game loops, state machines, gameplay logic, AI behaviour, physics, difficulty systems, debugging

Tools & workflow: Git, GitHub, Fork, Visual Studio, Visual Studio Code, version-control workflows

Team contribution: Dedication, ownership, accountability, technical documentation, troubleshooting, leadership, cross-discipline communication

EDUCATION

Game Design and Development | [Toronto Film School](#) | [Currently enrolled](#)

- Focused on game programming, tools development, technical design, and collaborative development practice.

Doctor of Dental Medicine (DMD) | [Zawul Institute of Higher Education](#) | [2019](#)

- Five-year professional degree with 48 weeks of supervised clinical training, strengthening precision, responsibility, risk awareness, and disciplined decision-making.

Diploma in Information Technology | [Capital Degree College Peshawar](#) | [2012](#)

- One-year diploma covering programming, operating systems, networking, databases, web technology, and graphic design.

SELECTED CREDENTIALS

- Google IT Support Professional Certificate - Google, 2023
- Foundations of Cybersecurity; Networks and Network Security; Manage Security Risks - Google, 2024
- Programming in Python; Version Control - Meta, 2023
- Web Development with HTML, CSS and JavaScript; Introduction to Cloud Computing - IBM, 2023
- Introduction to Game Design - Epic Games, 2025