Nadeem Wali

Technical and UI/UX Game Designer

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Professional Summary

First-Class B.A. Games Design and Development graduate with strong technical, creative, and problem-solving skills in **gameplay design, systems design, UI/UX implementation,** and **Unreal Engine development**. Skilled in **rapid prototyping, gameplay scripting (Blueprint & C++),** and **tool creation** to deliver engaging and polished player experiences. Experienced in **technical design workflows, material/shader development,** and **UI optimization**. Passionate about combining technical precision with creative design to deliver high-quality, innovative games.

Technical Skills

Game Development:
- Unreal Engine 4 & 5
- Unity
- Gameplay Scripting (Blueprint, C++, C#, Lua)
- Procedural Design
- Modular Systems
- Technical Design Documentation
- Prototyping

UI/UX:
- Widget Blueprint
- Material & Shader Graphs
- HUD/Overlay Design
- Accessibility Features
- Iterative Design

Tools & Pipelines:
- Version Control (Git)
- Agile task management (Trello, Jira, Notion)
- Blender
- Substance Designer/Painter
- Figma, Photoshop

Education

Sheffield Hallam University, 2021 – 2025
B.A. Games Design and Development (First-Class Honours, 75.6)
Brinsworth Academy, 2013 – 2019
- 9 GCSEs at grades 5–7, including Maths (7) and English (5)
- BTEC Level 3 National Extended Diploma in ICT at Distinction*

Projects & Experience

Game Jam Projects - Game Designer / Programmer / Team Lead, 2021 – Present
- Designed and implemented core gameplay loops, mechanics, and systems for multiple game jams (Brackeys, Mini Jam, GBJam).
- Led small teams using Agile task management (Trello, Notion, Jira) and version control.
- Created rapid prototypes in Unreal Engine and Unity to validate design concepts.

Personal Projects
- **HUDCore** - Customizable HUD modding framework for *PAYDAY 3*, enabling modders to easily create and configure in-game HUDs. (Currently one of the most popular *PAYDAY3* modding frameworks and is being used by multiple mod makers to easily create HUD mods)
- **Vehicle Customization System** - Implemented dynamic paint colour selection, decals, material adjustments, and aero/part swapping using Blueprints and C++.
- **Mercury Mod Manager** - Developed an all-in-one *PAYDAY 3* mod manager supporting mod mounting, load order management, auto-updates, and mod settings integration. (Currently Outdated, however it was one of the most downloaded *PAYDAY3* resources and is sitting at over 5000 downloads.)
- **FPS Locomotion System** - Engineered a first-person movement framework combining C++ and Blueprint for fluid controls, responsive mechanics, and polished player feedback.

Soft Skills

- Creative Problem-Solving
- Great Communication and Collaboration
- Effective Time Management
- Excellent Adaptability
- Critical Thinking
- Attention to Detail
- Player-Centric Design Mindset

Hobbies & Interests

- Modding and reverse-engineering games
- Weightlifting and fitness
- Hiking and exploring nature