



MOHAMMED SAIF

GAME DEVELOPER

CONTACTS

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Dubai, UAE

EDUCATION

Cochin University of Science and Technology

BTech - Computer Science

2018 - 2022

CGPA | 8.47 / 10

SKILLS

GAMEPLAY SYSTEMS

Puzzle/Match Game Mechanics ·

Power-Up Mechanics ·

Gameplay Animations ·

Player Engagement Systems ·

Level Builders ·

Game Performance Optimization

GAME ENGINES

Unity · Axmol (Cocos2d-x)

CODING

C# · C++

TOOLS & IDEs

Xcode · Visual Studio · Android Studio ·

Texture Packer

SUMMARY

Mobile game developer with 3+ years of experience building casual free-to-play match-3 and puzzle games designed to enhance player focus while delivering relaxing and engaging gameplay.

Worked on multiple mobile games with 50M+ downloads at Funvent Studios.

Utilized Unity and Axmol (Cocos2d-x) with C# and C++ to build and enhance gameplay systems.

EXPERIENCE

FUNVENT STUDIOS DMCC (Formerly Spearmint Games)

Dubai, United Arab Emirates

Game Developer

09/2024 - Present

Contributed to 5+ mobile game projects including engine migration, gameplay and design improvements, performance optimization, level building, and the implementation of features to enhance user engagement and retention.

Website: <https://funvent.cc/>

SPEARMINT GAMES

Kerala, India

Junior Game Developer

01/2023 - 08/2024

PROJECTS

TILE PARK - 50M+ downloads

Engine: Axmol (Cocos2d-x) | Language: C++

Developed the game from scratch using Axmol (C++) in Xcode, contributing to core gameplay logic and implementing innovative power-ups and mechanics.

TRIPLE BLOSSOM - 10M+ downloads

Engine: Axmol (Cocos2d-x), Unity | Language: C++, C#

Implemented game design features including theme systems, player engagement mechanics like spin wheels, and migration of the game from Unity to Axmol.

STACK 24 - 100K+ downloads

Engine: Axmol (Cocos2d-x), Unity | Language: C++, C#

Developed a new number-stacking merge puzzle game concept for the studio, built in Unity and later migrated to Axmol.

MAHJONG PARK - 1K+ downloads

Engine: Axmol (Cocos2d-x) | Language: C++

Most recent project worked on. Designed custom level builder and implemented engagement systems including daily puzzles, power-ups, and race events, improving player retention and daily engagement.