



Abdul Mannan

Game Developer

A lover of art, design, and low -level programming

INFO

Location

Islamabad, Pakistan

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LINKS

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<https://github.com/444iamahmed/>

<https://rumispawn.itch.io/>

SKILLS

Unity



C++



C#



Blender



LANGUAGES

English



Urdu



EDUCATION

Bachelor of Computer Science

FAST NUCES, Islamabad

3.64

2022

- Computer Graphics
- Artificial Intelligence
- Currently studying UX Engineering

PERSONAL PROJECTS

DeepScene

A Neural Network model that maps text to a 3D scene

2022-Present

- Frontend first built in a custom ThreeJS engine, currently testing Unity

Local Network Simulation

A simulation of a network with a text based data store and multiple servers using C++ socket programming.

2020

Process Scheduling Simulation

A simulation of the 5 State Process Model for Operating Systems built using C++, Pipes, Mutexes, and the like.

2020

Linux Shell Simulation

A stripped down version of the shell available in Linux systems built using C++, Pipes, and the like.

2020

Chaye Kahaniyaan

A hyper-casual game about serving tea to people built in Unity with Voxel Graphics

2022

Slime Particle Simulation

A 2D simulation of trail following slime behaviour built in OpenGL

2021

DashFall

A hyper-casual ball game built in Unity with Vector Graphics made in Adobe Illustrator

2021

WORK EXPERIENCE

Game Development Lead

GrayHat

07/2021 - Present

A startup focusing on exploring innovative ideas and solving problems on a national and global scale.

- Designed and Programmed systems in Unity

Game Development Fellow

Mindstorm

07/2021 - 10/2021

- Learning and Practicing new techniques in Game Development
- Managing and Leading Game Jam Team
- Won Best Physics in the Fellowship Game Jam