

Muhammad Toseef

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PROFESSIONAL SUMMARY

Eager to join a dynamic team and apply my skills to impactful projects. Committed to continuous learning and professional development.

SKILLS

- Programming experience using C/C++, C# with a strong understanding of Data-Structures, and Pointers
- Professional expertise in Game Development (3D + 2D games) with the Unity3D game engine
- Engaging product development with optimization techniques
- Cross Mobile Platform (iOS + Android) | Vitals Crashes ANRs handling
- Management Tools: Trello + Asana

UNITY SKILL TOOLS

- Unity Profiler + Game Optimization + Logcat
- FireBase + Ads SDKs Integrations + Mediations
- Cine-Machine + Custom Camera Cinematics + Tweening
- Animator State Machine
- Assets Management
- Unity ProBuilder
- Multiple Open / Paid Unity Packages Experiences.
- Debugging + Critical Error Handling

WORK HISTORY

UNITY GAME DEVELOPER

10/2023 to current

InVogue Technologies - Lahore, Punjab

- Designed unique and eye-catching simulation games by meticulously creating graphics, audio, visuals
- Applied 2D Games PhysicsX expertise at best to achieve Popular Stickman physics
- Dynamic Camera Control System and Grid placement System for Item Placement
- Implemented game design patterns throughout the development process.
- Created games aesthetic by implementing Tween's Animations.
- Tuned games to boost performance by working on optimization techniques.
- Deep profiling for low-end mobile devices

Jr. UNITY GAME DEVELOPER | **06/2023 to 10/2023**

Brilliant Game Studio - Lahore, Punjab

- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
- Conducted regular design reviews throughout the game development process.
- Developed and implemented performance based hyper casual games and their controllers to promote continuous improvement.
- Developed and designed 2D game design inventory for Dress Up Fashion.

GAME DEVELOPER | **12/2022 to 06/2023**

Sandbox Studio - Lahore, Punjab

- Use debugging techniques to identify issues with computer code and resolve errors.
- Worked primarily on Shooting Packs Games with new levels and their updates.
- Cultivated professional working relationships with the game marketing department and other design personnel.

INTERNEE | **01/2022 to 11/2022**

7 Corners Studio - Lahore, Punjab

- Build Android 2D Tap-Tap Games
- Write clean, readable, and reusable code that is well documented
- Experience with Asset management
- Quickly learn complex systems and new technologies

EDUCATION

Virtual University of Pakistan - (Lahore Campus)

Bachelor of Computer Science | Computer Science - 2023

Certification

- | | | |
|------------------------------------|--|-------------------|
| • Cyber Security Associate - "CEH" | | Jan - 2023 |
| • Unity3D Game Development | | Dec - 2022 |
| • Programming Fundamentals | | Aug - 2022 |

EXTRA

- A self-motivated and a critical thinker with strong analytical skills
- Good Communication Skills
- Reading Books and Histories
- Sports Activities • Gaming • Riding • Sprinting • Cooking
- Languages • English • Urdu • Punjabi