

Ahmad Raza

Software Engineer / Game Developer

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PROFESSIONAL SUMMARY

With 3 years of experience in game development, I specialize in crafting high-quality games that captivate and entertain players. I excel in C# programming and Unity development, with a strong emphasis on UI/UX design to create engaging and intuitive user experiences. My passion for game development drives my commitment to delivering top-notch projects on time and within budget. I thrive in collaborative environments, working seamlessly with game designers, artists, and programmers to develop and implement innovative game systems and features. Dedicated to excellence, I am always eager to push the boundaries of what's possible in game development.

Professional Experience

CONOVO TECHNOLOGIES | MAY 2022 - PRESENT

- Worked collaboratively with clients to understand their specific requirements and needs, and tailored project plans accordingly.
- Maintained regular communication with clients throughout the project lifecycle to ensure that their needs were being met and that the project was progressing as planned.
- Successfully completed multiple projects according to client requirements.
- Maintained detailed project documentation and provided regular progress updates to clients and project stakeholders.
- Conducted testing and debugging to identify and resolve technical issues and improve overall product quality.

MINDBOTIX | APRIL 2021 - APRIL 2022

- Developed and implemented game systems and mechanics using C# and game engine
- Developed simulation games using Unity, including designing gameplay mechanics, implementing AI systems, and creating realistic physics simulations
- Worked closely with other engineers to optimize game performance and reduce load times.

Technical Skills

Game Design and Development | C# | AR(Augmented Reality) | VR(Virtual Reality) | Multiplayer | Unity
Version Control | Web Socket | Deployment | Zenject (Dependency Injection) | UniRx | Amazon S3 Bucket |
WebGl | MR (Mixed Reality)

Tool & Technologies

Visual Studio | Unity | JIRA (Project Management Tool) | Trello (Project Management Tool) | Git (Version Control) | Postman

Projects

Driving Training Application: Developed a driving tutorial app for HoloLens that provides immersive mixed reality driving lessons. The tutorial includes comprehensive instructions on traffic signs and other essential aspects of driving.

Responsibilities

- Designed and implemented the interactive driving lessons using Unity and C#.

- Integrated detailed traffic signs and driving rules into the app to ensure a realistic training experience.
- Collaborated with designers and stakeholders to ensure the app met educational standards and client expectations.
- Conducted testing and debugging to ensure the app functioned smoothly on the HoloLens platform.

VR Video Player Application: Developed a WebGL-based VR video player application using Unity and C#, providing users with an immersive virtual reality video playback experience. The application supports various video formats and interactive features for enhanced user engagement.

Responsibilities

- Developed interactive UI elements and controls, allowing users to easily navigate and interact with the video content.
- Collaborated with designers to create an intuitive and visually appealing user interface.
- Conducted extensive testing and debugging to ensure optimal performance and user experience across WebGL platforms.

Death Race(MultiPlayer Application): Client-based multiplayer project developed using Photon Fusion, featuring competitive racing elements.

Responsibilities

- Developed multiplayer functionalities using Photon Fusion to ensure smooth and synchronous gameplay across clients.
- Integrated various racing elements, including vehicles, tracks, and power-ups, to enhance the gaming experience.
- Conducted extensive testing and debugging to ensure seamless performance and minimize latency issues.

Falcon Strike Game: Implemented core functionality related to UI and game development, utilizing various technologies for efficient data management and level design.

Responsibilities

- Implemented Addressable Asset System to download and manage game data from Amazon AWS S3 Bucket.
- Used JSON to store and manage player states, ensuring persistent and accurate game progress tracking.
- Utilized Scriptable Objects to design and manage game levels, allowing for flexible and reusable level configurations.
- Conducted testing and debugging to ensure smooth integration of assets and functionalities, providing a seamless gaming experience.

Puzzle Game: Created an engaging and challenging puzzle game designed to stimulate players' problem-solving skills and provide hours of entertainment.

- **Responsibilities**
- Developed the game mechanics and logic using Unity and C#.
- Designed intuitive and visually appealing UI/UX to enhance the player experience.
- Performed extensive testing and optimization to ensure smooth gameplay across different devices.

Certifications

- Game Design and Development Specialization by Michigan State University - Coursera (08/2022 – 01/2023)
- Git Complete – Udemy

Education

BS Computer Science (2017-2021)

University of engineering and technology Lahore, Pakistan.

Languages

- English
- Urdu

Activities and Interests

- Reading
- Cricket