

Ahmad Raza

Software Engineer / Game Developer

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PROFESSIONAL SUMMARY

Game developer with 3 years of experience specializing in crafting high-quality games that captivate and entertain players. Proficient in C# programming and Unity development, with a strong focus on UI/UX design for engaging user experiences. Adept at delivering projects on time and within budget, collaborating seamlessly with designers, artists, and programmers to implement innovative game systems. Passionate about pushing the boundaries of game development with a dedication to excellence.

Professional Experience

GAME DEVELOPER | 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

UNITY DEVELOPER | 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.

Education

BACHELOR OF SCIENCE IN COMPUTER SCIENCE | 2017-2021 | UNIVERSITY OF ENGINEERING AND TECHNOLOGY, LAHORE, PAKISTAN

Skills & Abilities

- Game Design and Development | C# | Augmented Reality | Virtual Reality | Multiplayer | Unity | Version Control | Rest Apis | Deployment | Zenject | UniRx | Amazon S3 Bucket | WebGL | Mixed Reality | Reactive Programming | Git

Tool & Technologies

- Visual Studio | Unity | JIRA | Trello | GitHub | Postman | Firebase | Unity Version Control

Projects

Poker Game (WebGL)

- Developed the front-end using Unity, while the backend was implemented in .NET
- Integrated Firebase for real-time database management.
- Utilized RESTful APIs to send and retrieve data between the Unity frontend and .NET backend.
- Designed intuitive UI and optimized game mechanics for a seamless multiplayer experience.

AR Education Explorer App

- Developed an AR application allowing users to explore educational content interactively.
- Designed UI/UX for intuitive navigation and implemented AR content placement using Unity and AR Foundation.
- Conducted rigorous testing to ensure compatibility across AR-enabled devices.

AR Drawing App

- Created an AR drawing application that lets users draw and interact with 3D objects in real-world environments.
- Integrated intuitive drawing mechanics and optimized performance for smooth rendering.
- Implemented features for saving and sharing drawings within the app.

Driving Training Application (HoloLens)

- Created a mixed reality driving tutorial app with comprehensive instructions on traffic signs.
- Designed interactive driving lessons and collaborated with stakeholders to meet educational standards.
- Tested and debugged the application for a smooth HoloLens experience.

VR Video Player Application

- Built a WebGL-based VR video player with immersive video playback and interactive controls.
- Developed a visually appealing UI and optimized performance across WebGL platforms.

Death Race (Multiplayer)

- Designed multiplayer functionalities using Photon Fusion for synchronous gameplay.
- Integrated racing elements like vehicles, tracks, and power-ups to enhance the experience.
- Ensured minimal latency through extensive testing and debugging.

Falcon Strike Game

- Managed data using the Addressable Asset System and Amazon AWS S3 Bucket.
- Designed reusable levels using Scriptable Objects and stored player states with JSON.
- Debugged and tested for seamless integration and smooth gameplay.

Puzzle Game

- Created challenging gameplay mechanics and visually appealing UI/UX.
- Tested and optimized the game for cross-device compatibility.

Languages

- English
- Urdu