Muhammad Ahmed

Software Engineer

Game Developer with 3+ years of focused industry experience and the proper foundation with education in Computer Sciences. My professional skills, such as Unity and C#, are backed by solid interpersonal skills to ensure my fast adaptation in any environment

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TECHNICAL SKILLS

Unity Game Engine
Geniteam

05/2021 - Present

Achievements/Tasks
- Developed many 3D and 2D games for Andriod ,IOS and Webgl
- Responsible for making interactive UI/UX and Animation
- Fast prototyping with playable gameplay

Scripting and Programming
Geniteam

05/2021 - Present

Achievements/Tasks
- Developed essential C# skills to work in Unity Game Engine.
- Learned advanced Unity scripting concepts like dependency injection, design patterns, the SOLID principle, and DRY.
- Learned how to build game scripting architecture that is scalable, Flexible and manageable.
- Learned how to C# best practices and Coding conventions.

Multiplayer
Geniteam

02/2023 - 11/2023

Achievements/Tasks
- Learned and used well-known multiplayer solution (Photon Fusion) in client-base project.
- Learned multiplayer concepts like syncing, input handling, and state management.

Zenject (Dependency Injection Framework)
Geniteam

02/2022 - Present

Achievements/Tasks
- Implemented **Zenject** for Dependency Injection to improve modularity, testability, and maintainability of the codebase.

SDK Integration
Geniteam

09/2021 - Present

Achievements/Tasks
- Integrated different SDKs like Google, Firebase, PlayFabs, and Photon Fusion.

EDUCATION

Bachelor of Science in Information Technology
PUCIT(Punjab University College of Information Technology)

11/2017 - 04/2021

SOFT SKILLS

Time Management   Work Under pressure
Creative   Organization   Adaptability
Team work   Conflicts Resolution
Posses analytical and problem-solving skills

PROJECTS

N2Y Games (08/2021 - 02/2022)
- Developed 2D game for WEBGL platform that involves backend server communication.
- https://www.n2y.com/l3-skills/

SolaVerse (02/2022 - 10/2022)
- Sola Verse is play to earn game based on NFTs. It is a Strategic game where you can make your own base on other terrestrial planets and you have to survive by battling with enemies ships .
- https://thesolaverse.com/

XFlight Simulator (10/2022 - 12/2022)
- Xflight Simulator is 3D game which simulates plane movements in a world with procedural real-time map generation.

G.I Joe : Wrath of Cobra (02/2023 - 11/2023)
- AAA-level multiplayer fighting game, which includes frame-data-based fight mechanics.
- https://www.youtube.com/watch?v=LoshifpsSUE/

Assandant kingdom (12/2023 - Present)
- A 2D RTS game that includes building structures, construction mechanics, and battle mode.

CERTIFICATES

C sharp (02/2023 - Present)
www.testdome.com/certificates/f9685599caf84315ac311d697cf800a5