House # DK314,Street #8B, Near Gulbagh General Strore Dhok Kashmerian, Rwalpindi Mobile:+92.344.8534083 Email: ghulamjaffar110@gmail.com OBJECTIVE To seek a challenging and motivating career that provides opportunity to work in a challenging, motivating and dynamic environment. That foster & rewards positive attitude, proactive work style and shared goals that will effectively utilize my communication, leadership, professional, organizational and technical skills. ACADEMIC QUA LIFICATION: MS MS in Information Security (MSIS) National University of Science and Technology (NUST) Islamabad Bachelors Bachelors in Computer Sciences (BCS) National University FAST Islamabad (2006 2010). H.S.S.C Higher Secondary School Certificate FSc (2004 to 2006) S.S.C Secondary School Certificate Metric (2004) TEACHING/PRESENTATION EXPERIENCE: I have one semester teaching experience in BZU (DG Khan Campus). It increase may confidence to communicate with other in best way. PROFESSIONAL EXPERIENCE: 11Values Pvt Ltd, Rawalpindi, Pakistan Dates: June 2014 Present Job Title: Senior Software Engineer (Unity 3D) NimbleGeeks Pvt Ltd, Islamabad, Pakistan Dates: June 2010 Jan 2014 Job Title: Software Engineer Strengthening Participatory Organization (SPO) Data Base, NGO Pakistan Dates: Jan 2010 June 2010 Job Title: Developer PROJECTS: Wing of Invasion (Game) Type / Completed On: Professional / Present I am working as software engineer on Wing of Invasion, project coordinator and application architect in development of Wing of Invasion. Wing of Invasion is fully functional and multiplatform game with online purchasing. Technologies: Unity 3D Pro, Sketch Up, Blender, Unity Assets Store. Role: Software Engineer Responsibilities: Creating game mechanics, creating models in blender and rigging it, compatibility with multiple platforms. Survival Island (Game) Type / Completed On: Professional / July 2014 I am working as software engineer on Survival Island, project coordinator and application architect in development of Survival Island. Survival Island is fully functional and multiplatform game with add support. Technologies: Unity 3D Pro, Sketch Up, Blender, Unity Assets Store. Role: Software Engineer Responsibilities: Creating game mechanics, creating models in blender and rigging it, compatibility with multiple platforms. You have to complete different tasks to survive on island. Save the Baby (Game) Type / Completed On: Professional / May 2014 I am working as software engineer on Save the Baby, project coordinator and application architect in development of Save the Baby. Save the Baby is fully functional and multiplatform game with add support. Technologies: Unity 3D Pro, Sketch Up, Blender, Unity Assets Store. Role: Software Engineer Responsibilities: Creating game mechanics, creating models in blender and rigging it, compatibility with multiple platforms. You have to catch baby to save which will fall from building which have caught the fire. Visions, USA http://www.myvisionslive.com Type / Completed On: Professional / Jan 2014 I am working as software engineer, project coordinator and application architect in development of Visions online web base solution. Visions is medical HER which fulfill all HL7 standards. It has different modules like Financials, Appointment, Eclaims, ECommerce and Patient History etc. Technologies: ASP.NET using C#, SQL Server 2008, Visual Studio 2008, Java Script, XML, Mirth Connect Role: Software Engineer Responsibilities: Creating database design develops procedures, Reports, CSS/HTML validation. HL7 test case requirement gathering, Mirth connect HL7 interfacing. EyeBase, USA http://www.visioncare.net Type / Completed On: Professional / April 3013 I worked as software engineer in development of EyeBase desk top version. EyeBase is medical EHR and certified by Drummond Inc in USA. Ever use of EyeBase in USA will get 44000$ as incentive from US government. Technologies: XML, Microsoft Access, Mirth Connect Role: Team Lead / Software Engineer Responsibilities: Analysis of existing desktop application, database design, develops procedures, Develop core function accordance with HL7, HL7 test cases validation. Strengthening Participatory Organization (SPO) Data Base, NGO Pakistan http://www.spopk.org Type / Completed On: Professional / January 2010 It was paid project we take from Strengthening Participatory Organization and maintain the data of migrated people in NWFP. Technologies: Microsoft Access, Role: Developer Responsibilities: Analysis of business requirement of company, database design, develops procedures creates reports. Location based Mobile Application Type / Completed On: Stand Alone / May 2010 LBMA have different module 1: Current Position of User 2: Finding Position of your Friend 3: Auto Observer 4: Auto Profile Setting. We are implementing it in Google Android platform Technologies: Android, Google map Role: Team Lead Responsibilities: Lead the project and coordination, testing the business functions QUA LIFICATION / SKILLS: Skill Title 3 years of comprehensive experience in Software Development, Designing and testing Well capable of developing Business Objects Commercial Applications. Implementation according with NIST and FIPS standards Sound knowledge of Meaningful Use 2014 test cases and HL7 standards implementation Sound knowledge of Object Oriented Programming Strong analytical and problem solving skills. Expert in Debugging, legacy systems and solving of problems of large and complex applications. Team lead/Management and ability to work in stress environment Working experience in C#, Asp.Net, SQL Server, Unity 3D, Android, JSON, VB.net, Java, C++, Turbo C, VB6. MS Access, XML, JavaScript. Pen testing BackTrack 5 R3, Zenmap, Cryptographic module ACHIEVEMENT / AWARDS: Fully Funded Outreach Scholarship Issued by: Ministry of IT & RD during 20062010 Our LBMA Project got 1st, 2nd, 3rd Position in Software Competition Issued by: Directorate of Science & Technology NWFP / Respectively 29th January, 3rd March, and 4th March 2010. LANGUAGES: English, Urdu, Punjabi, Saraiki HOBBIES / ACTIVITIES: Web Surfing Poetry Novel Reading Note: References will be provided on request