

ABDUL QADIR

Computer System Engineer

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OBJECTIVE

Motivated developer with strong programming skills in C++, C#, and Python, seeking to transition into the field of Artificial Intelligence and Machine Learning. Passionate about algorithmic thinking, data-driven solutions, and leveraging code to solve complex real-world problems. Eager to gain advanced knowledge and contribute to research and development in intelligent systems and automation

SKILLS & ABILITIES

□ PROGRAMMING & SCRIPTING

- Proficient in C# (Unity scripting), C++ (system-level logic), and Python (automation, AI basics)
- Solid understanding of Object-Oriented Programming (OOP) and software design principles

□ GAME DEVELOPMENT

- Experienced with Unity Engine for 2D/3D game development, including simulation, shooting, open-world, and hyper-casual genres
- Multiplayer game implementation using Photon, Mirror, and Unity Net code
- Strong knowledge of gameplay programming, mechanics, and event-driven architecture

□ OPTIMIZATION & TOOLS

- Skilled in game and build optimization: memory management, draw calls, asset compression
- Proficient with Unity Animator, blend trees, and animation state machines
- Familiar with profiling tools (Unity Profiler, Deep Profiling)

□ DESIGN & MODELING

- UI/UX design using Adobe Photoshop (HUDs, menus, interactive layouts)
- 3D asset creation and texturing in Blender

□ AI/ML READINESS

- Basic understanding of Python libraries such as NumPy, Pandas, and scikit-learn
- Interest in applying game logic and system design skills to AI and intelligent systems
- Good hand on Visual Code, Jupyter Notebook,

□ SOFT SKILLS

- Creative problem solver with a passion for building interactive experiences
- Fast learner, team player, and highly adaptive to new technologies and workflows

GAME DEVELOPMENT EXPERIENCE

- **Simulation Games:** Designed and developed **simulation games** that accurately replicate real-world environments, focusing on physics-based interactions, real-time environmental changes, and lifelike AI behaviors. Applied advanced algorithms to enhance gameplay immersion and realism.
- **Shooting Games:** Developed **first-person and third-person shooting games**, emphasizing precise control mechanics, responsive aiming, and realistic weapon systems. Integrated recoil patterns, bullet physics, and weapon animations to create engaging combat mechanics.
- **Open-World Games:** Contributed to **open-world game development**, managing complex terrains, AI-driven pathfinding, dynamic weather systems, and NPC behavior. Designed mission systems to create engaging narratives and fluid gameplay progression.
- **Hyper-Casual Mobile Games:** Built **hyper-casual mobile games** with highly addictive gameplay mechanics, ensuring a balance of ease of play with challenging progression. Optimized for minimal memory usage and rapid loading times to enhance the user experience on mobile platforms.
- **Multiplayer Games:** Implemented **multiplayer functionality** using tools like **Photon**, **Mirror**, and **Unity Netcode**. Focused on real-time synchronization, player interactions, matchmaking, and network optimization for seamless gameplay across multiple platforms.
- **UI/UX Design:** Created engaging **UI/UX designs** for menus, HUDs, and onboarding screens using **Adobe Photoshop**. Ensured intuitive interfaces with easy navigation, clear call-to-action buttons, and smooth transitions.
- **3D Modeling & Texturing:** Modeled and textured **3D assets** in **Blender** for characters, props, and environments. Focused on creating optimized models for both high- and low-poly use cases, ensuring compatibility with the game engine and a smooth performance.
- **Animation Integration:** Integrated animations using **Unity's Animator Controller**, crafting fluid character movements and transitions between states. Developed blend trees and used the animation state machine to control complex animations for gameplay and UI elements.
- **Performance Optimization:** Utilized **Unity Profiler** and **Deep Profiling tools** to monitor memory usage, CPU/GPU performance, and bottlenecks. Applied optimizations, such as **LOD (Level of Detail)**, dynamic asset loading, and texture compression, to improve frame rates and reduce lag.
- **Shader Development & SRP URP:** Developed custom **shaders** using **Shader Graph** and **HLSL** to achieve unique visual effects, including water,

fog, lighting, and terrain shaders. Applied **SRP URP (Universal Render Pipeline)** for optimized rendering, ensuring high-quality graphics across multiple platforms, including mobile and desktop.

- **Build Optimization:** Ensured mobile and desktop builds were optimized for performance and smaller file sizes using **AssetBundle compression**, **texture atlasing**, and **draw call reduction**, maintaining high visual fidelity while improving load times.

PYTHON EXPERIENCE

- Familiar with core Python syntax, data types (**lists, dictionaries, strings, tuples**), and control flow (if, for, while).
- Able to write simple scripts for automation, file handling, and basic **data manipulation**.
- Experienced with **functions, error handling** (try/except), and working with built-in libraries such as **Math**, Random, OS, **Pandas**, **NumPy**, **scikit-learn**.
- Understands basic object-oriented programming concepts (**classes, objects, inheritance**).
- Explored basic usage of Python for game-related tasks such as asset management and small tools.
- Comfortable using Python for logic **prototyping** and command-line utilities.

EDUCATION

THE ISLAMIA UNIVERSITY OF BAHAWALPUR

COMPUTER SYSTEM ENGINEERING

FYP: PARENTAL GUARD SYSTEM ANDROID APPLICATION

App that allows parents to monitor and control children's device usage, including app access, screen time, and activity logs. Integrated background services and permission handling to ensure real-time monitoring and secure parental control features.

COMMUNICATION

Presented Game design concepts and proposals to high-profile clients, receiving excellent feedback for clear, engaging presentations.

LEADERSHIP

Served as **The Lead Developer** for over **50** high-profile projects, mentoring junior Developers and designers also guiding the creative process from concept to completion.

REFERENCES

Available upon request.