

Anas Peerzada

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WORK EXPERIENCE

Home Sick - Ian Mazgelis

Oct 2019 – Oct 2021

Freelance Game Programmer on [Captured! Ocean Commotion](#)

Remote

- Third person 3D Platformer made in Unreal Engine 4, spiritual successor of the Ape Escape games.
- My roles on this project:
 - Prototyped and programmed all gameplay mechanics and elements using Unreal 4 Blueprints
 - Used the Unreal Engine 4 Behavior Tree system to create all AI entities for the demo.
 - Implemented UI designs from the art team and programmed the complete UI for the demo.

EDUCATION

Concordia University

April 2023

BEng, Software Engineering (with an option in Computer Games)

Montreal, QC, Canada

- Relevant Coursework: Basic and Advanced Game Development, Intro to AI, Intro to Graphics Programming

PROJECTS

[Snowfolie](#)

Jan 2022 - April 2022

Ubisoft Game Lab 2022

Montreal, QC, Canada

- Team-based multiplayer game created as a team for our entry to the Ubisoft Game Lab competition of 2022
- My roles on this project:
 - Programmed the gadget system (player interaction with gadgets + gadget system) using Interfaces
 - Utilized the Proton multiplayer framework for Unity to program the team system that tracks teams, as well as a player customization system that syncs player appearance across all players on the server.
 - Helped with other programming wherever needed, especially the Player controller.

[Project Labyrinth](#)

Oct 2022 - Dec 2022

University Project

Montreal, QC, Canada

- Procedurally-generated first-person survival horror game. Team final project for a game dev university course.
- My roles on this project:
 - Programmed the complete first person controller, the inventory and first-person interaction system
 - Created the Singleton game manager script that handles all events in each level and keeps track of progress.
 - Built an objectives and notification system that alerts the player to events and objectives in the game.
 - Implemented the UI, particularly the first person UI that displays relevant information during gameplay.

SKILLS & INTERESTS

Skills:

- **Software Engineering Skills:** Data Structures and Algorithms, OOP, Git, JIRA, SQL and NoSQL, Documentation, Unit/System Testing, Debugging, Design Patterns, Multithreading, Technical writing.
- **Programming Languages:** C#, C++, Java, Python, Unreal Blueprints, Javascript, HTML, CSS, Typescript, SQL, Kotlin, XML, XAML
- **Game Engines:** Unity, Unreal Engine 4, GameMaker Studio, CryEngine, Godot
- **Game Dev Skills:** Gameplay, AI and UI programming, Level Scripting, Pathfinding (State space search algorithms), Finite State Machines and Decision Trees for AI, Basic Game Design
- **Math/Physics Skills:** 3D Math, Linear Algebra, Calculus, Statistics/Probability, Combinatorics, Newtonian Physics
- **Interests:** Cooking, Public and National Parks, Soccer, Badminton, Science, Mass Media, Volunteering