

Anas Peerzada

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WORK EXPERIENCE

Home Sick - Ian Mazgelis

Oct 2019 – Oct 2021

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

Remote

- Created a fully playable vertical slice demo in Unreal Engine 4
- Programmed all gameplay mechanics and elements using Unreal 4 Blueprints
- Programmed all AI entities using the built-in Unreal 4 Behavior Tree system and Blueprints
- Programmed all the UI for the game using the Unreal 4 Widget system and Blueprints

EDUCATION

Concordia University

April 2023

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

Montreal, QC, Canada

- 3.3/4.3 GPA, Relevant Coursework: Basic and Advanced Game Development, AI Basics, OpenGL Basics

SKILLS & INTERESTS

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

PROJECTS

[Snowfolie](#)

Jan 2022 - April 2022

Ubisoft Game Lab

Montreal, QC, Canada

- Team-based multiplayer game created as a team as our entry to the Ubisoft Game Lab competition of 2022
- My roles on this project:
 - o Created all gadgets used by the player using Interfaces
 - o Created synced team system for the multiplayer
 - o Created a player customization system that syncs player appearances for all other players in the server.

[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:
 - o Created the complete first person controller, as well as the complete Inventory and Interaction system
 - o Created the complete game logic + the Singleton Game Manager that handles all events in each level.
 - o Created an Objectives and Notification system that alerts the player of all events that happen in the level, as well as keeps track of all objectives in each level.
 - o Created all UI for every part of the game as well as all the small narrative cutscenes.