Bilal Ahmed
Game Programmer

Islamabad, Pakistan
+923435800318
https://ehmedbelal.github.io/
belalehmed.propanol@gmail.com

Skills

Programming Languages
- C++, C#, Java
- XML, HTML

Software and APIs
- Unity, Unreal Engine 4, CryEngine
- SFML, OpenGL, DirectX
- Visual Studio, XCode, Android Studio
- SVN: GitHub, BitBucket

Other
- Game algorithm design and software designs patterns implementation

Experience

Red Star Technologies *(September 2017 - present)*
Game Programmer

Binex Solutions *(October 2016 - May 2017)*
Game Programmer

ICEPT Training Centre, Iqra University *(Fall 2015 - present)*
Unity Lecturer/Instructor (part-time)
  - o Teaching game development short course

PurePush *(September 2012 – September 2015)*
Game Programmer

Independent projects
  Mayan Adventure game *(Fall 2015 - cancelled)*
        Game Programmer

Education

National University of Modern Languages Islamabad.
Bachelor of Science Computer Science (2013)

Projects

Professional and personal projects can be viewed at https://ehmedbelal.github.io/
Some of the projects that I worked on as a freelancer and during my stay at previous companies.

2D Plane Adventure
Responsibilities: Design and programming
Developed in C#, Unity
Project Details: A 2D endless side scroller. I was responsible for design and programming.

Illegal Drag Racers
Responsibilities: Programming.
Developed in C#, Unity
Project Details: A 3D drag racing game. I was responsible for programming the GUI/HUD, gameplay features and testing the builds.

Dead Trap Survival
Responsibilities: Gameplay/AI programming
Developed in C#, Unity
Project Details: A survival swarm based game I was responsible for setting implementing the AI for the NPCs and testing the builds.

Stunt Bike Extreme
Responsibilities: Programming, design.
Developed in C#, Unity
Project Details: A 3D stunt bike game. I was responsible for programming some of the gameplay features and testing the builds.

Hop Ball Game
Responsibilities: Programming.
Developed in C#, Unity
Project Details: A casual endless ball bounce game. I was responsible for project estimation, module break-down and programming.

Place the Pins Game
Responsibilities: Programming, design.
Developed in C#, Unity
Project Details: A casual game where player has to fire pins on a rotating wheel. I was responsible for extending the main game to add new game modes, module break-down, estimation and programming the new features.

Uncle Majboor Run
Responsibilities: Programming.
Developed in C#, Unity
Project Details: An endless runner. I was responsible for project estimation, module break-down and programming.

Tap Dodge Tap
Responsibilities: Programming.
Developed in C#, Unity
Project Details: A casual endless game where player has to control a falling cube to make it jump and to navigate through the incoming obstacles. I was responsible for project estimation, module break-down and programming.

Mayan Adventure (Cancelled independent project)
Responsibilities: Programming
Developed in C++ (during the prototype phase), C# Unity, XML
Project Details: A retro 2D adventure game that I worked on as a programmer and created an RPG-like dialogue tree system.