

FAHAD ALI

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EDUCATION

University of Central Punjab (UCP)

2022 – 2026 (Current)

BS Computer Science

Relevant Courses: Programming Fundamentals, Object-Oriented Programming, Data Structures and Algorithms, Programming for Big Data, Database, Design Analysis And Algorithm, Computer Organizational Assembly Language, Operating System.

WORK EXPERIENCE

MLabs

Summer Internship

June 2024 – Aug 2024

Bazooka Blast

- Contributed as both a designer and programmer to develop Bazooka Blast Game working within a collaborative team environment.
- Designed and implemented key game mechanics, levels, and player controls using Unity and C#, ensuring an engaging gameplay experience.
- Integrated Visual and UI elements while referring in-game physics and enemy behaviors, enhancing the overall quality and playability of the game

PROJECTS

Echoes of Vengeance – Chapter 1

Jan 2025

- A 2D side-scrolling PC game set in a 3D medieval fantasy environment, where players control a powerless Lunari survivor escaping from a war-torn village under siege.
- Focuses on stealth-based gameplay, requiring players to sneak past enemy patrols using shadows, crouching, and environmental cover while solving movement-based puzzles.
- Features deadly enemies like archers and armored guards with vision and sound-based detection, along with a high-stakes chase sequence and a strategic boss encounter with a charging bear.

Player VS Zombies Game

June 2024

- Developed "Player vs Zombies," a C++ console game where players defend a wall from waves of zombies, aiming to destroy them before they reach the wall, with a scoring system to track high scores.
- Implemented linked lists to manage zombies and bullets, allowing players to move, shoot, and face increasing zombie spawn rates as their score rises.
- Designed game features including classes for players, zombies, bullets, and the wall, with methods for movement, collision detection, and a Screen class to manage console output and game updates.

Ball Runner Game Project

Jan 2024 – Feb 2024

- Developed Ball-Runner, an engaging endless running game inspired by Google's Dino Runner, utilizing HTML, CSS, JavaScript.
- Designed and implemented a seamless user interface with a startup page and an interactive game page, ensuring an engaging user experience.
- Designed obstacle generation and a scoring system for dynamic and challenging gameplay.

TECHNICAL SKILLS

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|--------|--------------------------|----------------------------|
| • C++ | • JavaScript | • React |
| • C# | • Bootstrap (Frame Work) | • Game Development (Unity) |
| • HTML | • Python | • Blender |
| • CSS | • SQL | • MS Office |

SOFT SKILLS

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|-------------------|-------------------------------|
| • Problem Solving | • Detail Oriented |
| • Time Management | • Critical and Logic Thinking |

INTERESTS

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| • Playing and Developing Games | • Programming |
| • Developing Open World Survival Games | • Watching Anime |