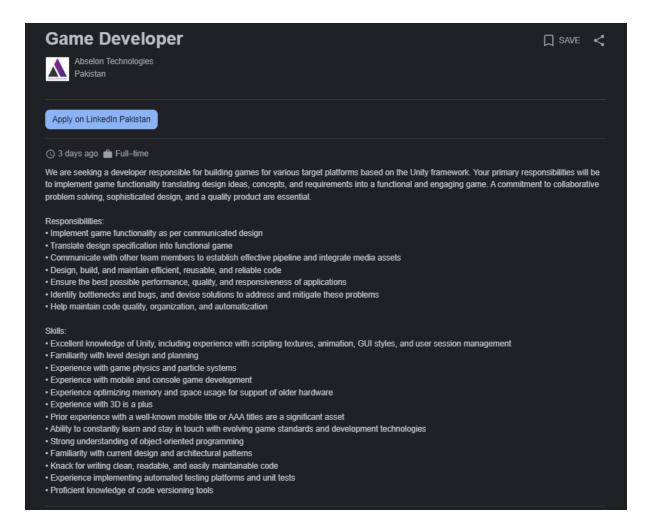
Assignment 4 : Job Package Advertisement



Cover Email

To : abselon.technologies@gmail.com

From: faizan.pervaz@gmail.com

Subject: Job Application as Game Developer

Dear Sir/Ma'am,

I recently saw your job posting on the Abselon Technologies LinkedIn and was immediately struck by your request for a Game developer. As someone who has been working with Unity for two years, I know exactly what it's like to build a game from start to finish. As a result, I would love the opportunity to work with you on this position. My name is Faizan Pervaz and I have two years of experience working with Unity.

I am well versed in Unity's scripting capabilities, including the ability to create textures, animations, GUI styles and user session management. I have also worked on mobile projects that involved mobile and console game development based on the Unity framework. My duties would include implementing game functionality as per communicated design, translating design specification into functional games, designing, building, and maintaining efficient, reusable, and reliable code. I would ensure the best possible performance by identifying bottlenecks and bugs.

My passion for creating engaging games is driven by my desire to make sure that every player leaves feeling satisfied with their experience by availing this opportunity at Abselon Technologies. My resume is included for your consideration.

Sincerely,

Faizan Pervaz

0311-6395979

faizan.pervaz@gmail.com

<u>Resume</u>

FAIZAN PERVAZ

GAME DEVELOPER



faizan.pervaz@gmail.com



https://www.linkedin.com/in/faiz an-pervaz-960916210/

HONOURS & SKILLS

- C++
- C#
- Unity
- Java & Java Script
- OOP
- · WebGL and GUI Styles
- Made AAA games like Inside, R6S, Zero Hour and Superhot
- Best Character Modeling Award in Unix

EDUCATION

BACHELOR OF COMPUTER SCIENCE

FAST - National University of Computer and Emerging Sciences (NUCES)

2020 - Present Islamabad, H-11

PROFILE

I am a passionate individual who is always looking for new challenges and opportunities. As a game developer, I've worked in the industry for over two years, and my experience has allowed me to hone my skills in a number of areas. Strong creative and analytical skills and team player with an eye for detail.

EXPERIENCE AND INTERNSHIPS

UNITY 3D GAME DEVELOPER

Dec, 2020 - Present - Rawalpindi

 I've been working with Unity for the past 2 years. I'm able to create games that are engaging and fast-paced, with a lot of interactivity and depth. Rainbow Six Siege is my biggest achievement here.

UNIX

Dec, 2021 - Jan, 2022 - Lahore

• I have worked on GUI Styles and WebGL.

GAMES ENABLE

Oct, 2021 - Rawalpindi

• I have worked on 3d Max, Maya and Photoshop

COURSES

UNITY 3D

Coursera

GUI STYLES & WEBGL

Udemy

3D GAME IMPLEMENTATION

Udemy