

Assignment 4 : Job Package

Advertisement

Game Developer

SAVE



Abselon Technologies
Pakistan

Apply on LinkedIn Pakistan

3 days ago Full-time

We are seeking a developer responsible for building games for various target platforms based on the Unity framework. Your primary responsibilities will be to implement game functionality translating design ideas, concepts, and requirements into a functional and engaging game. A commitment to collaborative problem solving, sophisticated design, and a quality product are essential.

Responsibilities:

- Implement game functionality as per communicated design
- Translate design specification into functional game
- Communicate with other team members to establish effective pipeline and integrate media assets
- Design, build, and maintain efficient, reusable, and reliable code
- Ensure the best possible performance, quality, and responsiveness of applications
- Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems
- Help maintain code quality, organization, and automatization

Skills:

- Excellent knowledge of Unity, including experience with scripting textures, animation, GUI styles, and user session management
- Familiarity with level design and planning
- Experience with game physics and particle systems
- Experience with mobile and console game development
- Experience optimizing memory and space usage for support of older hardware
- Experience with 3D is a plus
- Prior experience with a well-known mobile title or AAA titles are a significant asset
- Ability to constantly learn and stay in touch with evolving game standards and development technologies
- Strong understanding of object-oriented programming
- Familiarity with current design and architectural patterns
- Knack for writing clean, readable, and easily maintainable code
- Experience implementing automated testing platforms and unit tests
- Proficient knowledge of code versioning tools

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

Resume

FAIZAN PERVAZ

GAME DEVELOPER



0311-6395979



faizan.pervaz@gmail.com



Islamabad



<https://www.linkedin.com/in/faizan-pervaz-960916210/>

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.

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

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

EDUCATION

BACHELOR OF COMPUTER SCIENCE

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

2020 - Present

Islamabad, H-11

COURSES

UNITY 3D

- Coursera

GUI STYLES & WEBGL

- Udemy

3D GAME IMPLEMENTATION

- Udemy