

# Faizan Qaiser

## Software Engineer

+92 301 8455393 | faizanqaiser9@gmail.com | [LinkedIn](#) | [Portfolio](#) | Lahore, Pakistan

### Summary

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**Game Developer** with over 4 years of experience in **Unity Engine** and **Engine Level Systems Programming**. Led prototyping projects from the start to completion as a mentor and project manager with tight deadlines. Published titles with **Lion Studios** in Casual, Puzzle, Open-World and Shooting genres. Created **studio level tools** and systems to boost productivity and solve technical problems. Expertise in implementing new features into existing codebases and optimising for performance. I Have an in-depth understanding of the underlying systems present in a game engine.

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### Skills

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|----------------------------|-------------------------------|-----------------------------|
| • C++, C#, Java            | • Engine Development          | • Team Leadership           |
| • Unity3D, Unreal 4        | • OpenGL, HLSL                | • Agile Development         |
| • Performance Optimisation | • Embedding Scripted Language | • Git, Rider, Visual Studio |
| • Profiler, Frame Debugger | • Physics Simulation          | • Android, iOS, WebGL, PC   |
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### Professional Experience

*Software Engineer at [Mindstorm Studios](#)*

Lahore PK - July 2024 | Present

- **Software Engineer:** Developed core in-house codebases that are used in production settings on a large scale. Suggested tooling workflows and developed them to increase productivity and cohesion in the team. Took lead on R&D for novel or uncertain gameplay systems when the team was exploring something for the first time.
- **Game Prototyping:** Launched multiple titles from scratch overseeing gameplay mechanics, performance, app stability, user engagement and retention. Experiment with different themes, difficulty curves and mechanics to gain key insights.
- **Leadership:** Managed a team of developers for each prototype ranging from juniors to seniors. Conducted code/pull-request reviews, provided mentorship and maintained a standard with code architecture and practices. Took complete responsibility for delivering the product on time.

*Software Developer at [Dastaan Studios](#),*

Lahore PK - July 2022 | April 2024

- **Unity Engine, C#, Java:** Developed a live wallpaper application on Android with visual effects support which responded to touch (Google & Facebook sign in).
- **Photon Fusion, HurricaneVR:** Worked on developing a multiplayer virtual reality game with deterministic physics synchronized for all clients (Photon Fusion, Hurricane VR).
- **Procedural Generation, Unity:** Developed a 3D endless runner which was procedurally generated.
- **Simulation, Unity:** Designed an educational app which simulated plant growth with realistic water/nutrients/sunlight intake.

*Game Engine C++ (Independent) [Github](#)*

- **Game Engine:** Created from scratch in C++ with Windows and Mac platform support.
- **Asset Management:** Serializing/Deserializing assets from disk, managing memory and lifetime.
- **Prefab System:** Scene and Prefab file types that contain a blueprint for entity creation. Blueprints can have references, property overrides, nested blueprints etc.
- **C# Scripting:** Embedded mono scripting with Unity-like API for the user.
- **Physics:** Physics engine for primitive types with collision callbacks in scripts.
- **Rendering Layer:** Using SDL2 for rendering, audio, fonts, and input (to be replaced with custom modules).
- **Build System:** Using Cmake and batch/bash files to automatically compile and build the entire project for either visual studio or xcode.

## Other Experience

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### *Fiverr* ([Profile](#))

- Made an asteroid visual effect shader. [Github](#) (2024)
- Made an airplane controller. derekclearwater rated 5 stars. [Github](#) (2024)
- Made an army system for a strategy game. stylo019 rated 5 stars. (2022)
- Made an electricity shader for a character. (2022)

### *Unity Games*

- Faller is my indie game which features a smooth player controller with satisfying visual effects and my own game audio/music. [Play Faller](#) (2022)
- Monkey Box is my indie game with extremely smooth and satisfying game mechanics and user feedback. [Play Monkey Box](#) (2022)
- I took part in the Global Game Jam 2024 along with 4 other team members and we submitted this game [Modern Day Llama](#).
- My submission in the Mindstorm Winter Game Jam secured a place in the top ten. [See Submission](#) (2022)

### *Soft Skills*

- FAST NUCES Lahore Music Society President (2022)
- FAST NUCES Lahore Table Tennis Team Captain (2022)
- BeaconHouse College Campus Gulberg Music Society Vice President (2016)
- BeaconHouse College Campus Gulberg Table Tennis Team Captain (2017)

## Education

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### *BeaconHouse College Campus Gulberg A Levels (2016-2018)*

- Further Mathematics
- Mathematics
- Physics
- Chemistry

### *FAST NUCES Lahore Pakistan, Bachelors in Computer Science (2018-2022)*

*(OnSite Pakistan) (Remote) (Open to relocate)*