Faizan Qaiser

Gameplay Programmer

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About Me

I have a strong background in mathematics and became interested in game programming as one of its applications. I love to work with a team of artists and level designers to bring their ideas to life.

Skills

- Highly skilled in Unity and C# with over 6 years of experience
- Strong background in 3d Math, Linear Algebra and Algorithms
- Understanding of the Unity Profiler and Frame Debugger
- Expertise in HLSL, Unity Shader Graph and Unity's Render Pipeline
- Physics simulations and Unity physics
- Procedural generation of meshes, terrain, texture data
- Photon Fusion/PUN, StreamChat, Google Admob, Unity Analytics, Google/Facebook sign in

Relevant Experience

Unity Developer at Mindstorm Studios, Pakistan Lahore (2024-Present)

- **Prototyping:** Worked on a card game prototype with a team of developers

Unity Developer at FRAG Games, Pakistan Lahore (2024-2024)

- **StreamChat, Unity Engine:** Developed extensive chat features (Direct Messages, Group Chats, Reactions, Threads) in Unity using a plugin called StreamChat.
- **Unity UI:** Developed optimized and responsive UI in Unity. It used the EnhancedScroller plugin to recycle message containers and it dynamically set its layout and sizes based on screen size, aspect ratio, etc.
- **Unity UI, Algorithm:** Developed an algorithm to precisely calculate the size of text on a TextMeshPro component in order to properly size message boxes horizontally and vertically.

Unity Developer at Dastaan Studios, Pakistan Lahore (2022-2024)

- **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

Independent Projects (2019 - Present) Link To Portfolio

- **Finished Unity Game:** Faller is my indie game which features a smooth player controller with satisfying visual effects and my own game audio/music. Play Faller (2022)
- **Finished Unity Game:** Monkey Box is my indie game with extremely smooth and satisfying game mechanics and user feedback. Play Monkey Box (2022)

- **Finished Unity Game:** I took part in the Global Game Jam 2024 along with 4 other team members and we submitted this game [Modern Day Llama](#).
- **Unity Shader Graph:** Made a visual effect to simulate plants growing. [See Demo](#)
- **Procedural Generation:** In this project I generated a cavern using Cellular Automata, Marching Squares algorithm and Object Pooling. [Github](#) (2021)
- **Unity Physics:** Implemented soft body mechanics and sprite deformation in Unity using spring joints, internal pressure and a reference frame. (2023)
- **Procedural Generation:** Implemented terrain generation using layers of perlin noise, mesh manipulation and threading. (2019)
- **Simulation:** Made a fluid simulation in Javascript by solving the Navier Stokes equations. [Demo](#) (2019)

Other Experience

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)

Mindstorm Winter Game Jam, Pakistan Lahore (2022)

- My submission in the 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

BeaconHouse College Campus Gulberg A Levels (2016-1018)

- Further Mathematics
- Mathematics
- Physics
- Chemistry

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

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