

# Faizan Qaiser

## Gameplay Programmer

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## About Me

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I have a strong background in mathematics and became very 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

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- 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 on HLSL, Unity Shader Graph and Unity's Render Pipeline
- Physics simulations and Unity physics
- Procedural generation of meshes, terrain, texture data
- Photon Fusion, Google Admob, Unity Analytics, Google/Facebook sign in

## Relevant Experience

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*Independent Projects* (2019 - Present) [Link To Portfolio](#)

- **Published Unity Game:** Faller is my indie game which features a neat player controller with satisfying visual effects and my own game audio/music. [Play Faller](#) (2022)
- **Unity Plant Growth Shader:** Made a visual effect to simulate plants growing. [See Demo](#)
- **Procedural Cavern:** In this project I generated a cavern using Cellular Automata, Marching Squares algorithm and Object Pooling. [Github](#) (2021)
- **Fluid Simulation:** Made a fluid simulation in Javascript by solving the Navier Stokes equations. [Demo](#) (2019)
- **Procedural Terrain:** In this project I am generating terrain using layers of perlin noise, mesh manipulation and threading. (2019)
- **Unity Softbody:** Implemented soft body mechanics and sprite deformation in Unity using spring joints, internal pressure and a reference frame. (2023)

*Unity Developer at Dastaan Studios, Pakistan Lahore* (2022-2023)

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

*Fiverr* ([Profile](#))

- 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)

## Other Experience

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### *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

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

- Physics
- Chemistry
- Mathematics
- Further Mathematics

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

*(Remote) (Open to relocate)*