Faizan Qaiser

Software Engineer

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About Me

I am a problem solver at heart and I love building applications from scratch on my own. I like to ask questions and delve deep into how and why something works.

Skills

- Skilled in C# .net, Java, Unity and back end development
- Photon Fusion/PUN, StreamChat, Google Admob, Unity Analytics, Google/Facebook sign in
- Strong background in 3d Math, Linear Algebra and Algorithms
- Physics simulations and Unity physics
- Understanding of the Unity Profiler and Frame Debugger
- Expertise in HLSL, Unity Shader Graph and Unity's Render Pipeline

Relevant Experience

Game Engineer at [Mindstorm Studios](#), Pakistan Lahore (2024-Present)

- **Prototyping:** Worked on multiple casual game prototypes with a team of developers.
- **Mobile Game:** Worked on a Casual/Idle-Arcade mobile game that features an Open World and shooting mechanics. [Reckless Rick](#)

Software Engineer 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](#)

- **Game Engine C++:** Created a game engine from scratch in C++ that supports Windows and Mac. [Github](#) (2024)
- **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](#).
- **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)
- **Physics 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)