

Muhammed Rafay

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EDUCATION

Toronto Film School

Advanced Diploma in Video Game Design and Development (Honors)

York University

Pursued a Bachelor's degree in Digital Media

EXPERIENCE

Video Game Developer

Toronto Film School

- Utilized Unreal Engine expertise to innovate and optimize game elements, ensuring seamless gameplay experiences and engaging user interactions
- Collaborated seamlessly across development, art, and QA teams using Unreal Engine and GitHub, contributing to project success and delivering polished work
- Consistently collaborated with the development team using Unreal Engine and GitHub on a weekly basis, consistently delivering polished, high-quality work, and contributing to project success

QA Analyst

Toronto Film School

- Tested and identified areas of improvement for quality, sound, graphics, and overall functionality
- Collaborated closely with the development team to promptly identify and resolve bugs, ensuring effective communication and efficient issue resolution
- Managed and maintained test cases in a comprehensive test management system, ensuring accuracy and completeness, while also tracking and reporting bugs with detailed descriptions for efficient resolution

Tabulator Officer

Elections Ontario

- Efficiently processed over 400 voter ballots as a Tabulator Officer at Elections Canada, contributing to the successful and accurate conduct of the electoral process
- Investigated and resolved customer inquiries and complaints quickly

PROJECTS

VoidSpoken | C++, Unreal Engine 5, GitHub, Blueprints, Google Sheets

- Collaborated with a team of developers in Unreal Engine to create a soul-like game, ensuring weekly task completion and on-time delivery
- Implemented innovative gameplay mechanics and optimized user interactions for a seamless player experience
- Managed project assets and documentation efficiently, facilitating streamlined development processes
- Published game to websites gaining 4K+ downloads

Rust Bucket (QA) | Jira, Google Sheets, Git, Unity

- Performed rigorous playtesting on a Unity-based third-person shooter game, ensuring timely completion of tasks for the development team
- Collaborated closely with the development team to resolve bugs, improve game mechanics, and enhance overall quality.
- Published game to websites gaining 2K+ downloads

TECHNICAL SKILLS

Languages: C/C++, C Sharp, JavaScript, HTML/CSS, Python, SQL

Frameworks: React, Node.js, Tailwind CSS

Developer Tools: Git, Unreal Engine, Unity, VS Code, Visual Studio, Jira, SharePoint, Amazon Web Services (AWS), TestRail, Trello, Github