

HAMMAD ALI KHAN

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EDUCATION

BS (COMPUTER SCIENCE), 2011-2015

FAST-NUCES, KARACHI

INTERMEDIATE (PRE-ENGINEERING), 2009-2011

COMMECS INSTITUTE OF BUSINESS AND EMERGING SCIENCES

MATRICULATION (SCIENCE), 2007-2009

HAMDARD PUBLIC SCHOOL

SKILLS

Programming Languages: C, C++, JAVA, C#, HTML, PHP, CSS, JavaScript, JQuery

Framework: Ruby on Rails

Databases: Oracle, SQL/PLSQL , ER/Schema Designing

Data Parser: JSON, XML

Tools: NetBeans, Eclipse, Unity3D, Git, Jira

Concepts: OOP, Software Quality Assurance, Design Pattern, Data Structures

PROJECTS

- **Remote Interview – Final Year Project** – Worked as a frontend and backend (Ruby on Rails) developer. Remote Interview is platform based on a non-p2p model. This project record interview from both sides Interviewee and Candidate to have a better time management for those living in different time zones. Also provide a compiler and question bank for Interviewee to prepare interview.
- **Rental System – Human Computer Interaction** – A Web based system developed to provide a smooth interaction platform for the renter and owner to ease up the renting process.
- **UEstates – Software Quality Assurance** – A complete Real Estate Agency system developed including test strategy plan, quality plan and user guide of the system.
- **Cache with Buffer simulation – Computer Architecture** – Simulate time execution for number of instructions with and without cache. Simulate RAM, Cache, Buffer and CPU with number of instructions in execution.

EXPERIENCE

February 2016 – February 2017

10Pearls Pvt. Ltd.

Position

Game Developer

Job Responsibilities

- Develop and design games both 3d and 2d on unity3d cross platform IOS and Android.
- Responsible for writing backend logic for games mostly 2d.

Projects

- Animal Wiz a 2d game for children, game have two modes Pattern Match and Memory match.
- Tac Tic Toe a new version of Tic Tac Toe game with a twist of rotation in classic play of Tic Tac Toe.
- 2048 and Piano tiles merge game.