

Curriculum Vitae

Objective:

Being a carrier-oriented person, I am desirous to join a progressive organization and assume responsibilities in the field of computer science and Game Development to attain a professional role.

Personal Details:

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Educational Qualification:

- Matriculation with Computer Science.
- Intermediate with Pre Engineering.
- Bachelor of Computer Science – PMAS Arid Agriculture University, Rawalpindi, Pakistan

Skills:

- Game Development (Unity, C#)
- Unreal (Self Learning)

Professional Work Experience:

Company	City	Duration (Yrs)	Designation	Responsibilities
Terafort Ltd	ISB	2 years On-Site + 1 year Remote (Present)	Game Developer	<ul style="list-style-type: none">- Develop scalable prototypes and mechanics.- Resolving critical issues related to crashes and ANRs resulting in ANR rates below 0.45% and crash rates below 1%.-Proficiently designing game mechanics aligned with project manager's plans, encompassing various genres such as FPS, TPS, and Simulation.

Few Prominent Portfolio Items:

1. [Rider 3D](#): [Made from Scratch]
 - Developed Core Mechanics, Developed Bike Controller from Scratch, VFX implementation.Trailer: https://www.youtube.com/watch?v=VHdDRC_PryI
2. [Urban Bus Simulator](#): [Made from Scratch]:
 - Developed core mechanics and Passengers AI mechanics.
 - Provided critical updates to address crashes and ANRs, significantly improving vital metrics.
 - Achieved ANR rates **below 0.45%** and reduced crash rates to **under 1%**, ensuring a stable user experience.Trailer: https://www.youtube.com/watch?v=VHdDRC_PryI
4. [Bike Stunt Legends](#):
 - Implemented several Gameplay mechanics and level designs.
 - Provided several critical updates related to Crashes/ANRs.Trailer: https://www.youtube.com/watch?v=4YfKI_XQ2iA
4. [City Gangster](#):
 - Upgraded previous project to newer Unity version.
 - Upgraded third party SDK's,
 - Provided several critical updates related to Crashes/ANRs.

Third-party SDKs that I've worked with:

- Google Admob [Mediation as well]
- Applovin [Mediation as well]
- UnityAds [Mediation as well]
- Firebase[Database/Analytics/Authentication]

Version control tools that I've worked with:

- GitHub
- Git[command line]
- Source tree

Project collaboration tool that I've worked with:

- Trello
- ClickUp

Additional Skills:

- Google the problem before asking anyone else.
- Skilled in resolving critical issues through native logs debugging, effectively identifying and addressing performance bottlenecks.
- Ability to comprehend code structure without relying on extensive documentation, facilitating efficient code analysis and maintenance.
- Experienced in successfully executing migrations between older and newer versions of Unity and vice versa.

- Passionate about working collaboratively with junior and beginner developers, fostering a supportive and nurturing environment to facilitate their growth and development.

Hobbies:

- Playing Video Games
- Martial Arts
- Hiking