HAMZA NOMAN

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Objectives

Motivated BS Electronics student with a **strong interest** in game development, complemented by experience in educational support. Eager to apply my technical knowledge and interpersonal skills in a relevant position.

Education

Bachelor of Science in Electronics (2020-2024)
Government College University, Lahore.
Last CGPA: **3.41**/4.00
Position: **3rd**

Professional Experience

Embedded QA Engineer

SmartEnds Pvt. Ltd., Gulberg, Lahore. (Nov 2024 – Apr 2025)

1) Performed manual testing of embedded IoT devices to ensure firmware and hardware reliability. 2) Created and executed test cases, and reported bugs to the development team. 3) Used lab tools like J link-debugger, DMM, and Oscilloscope for debugging. 4) Worked with engineers to improve product quality and documentation. 5) Gained basic understanding of IoT communication flows, including LoRaWAN, NB-IoT, and LTE-M modules.

University Projects

1) **Inclined Plane Falling Object System (5th Semester-Group Project)**
   Engineered a microcontroller-based system to show the precise quantities i.e., Velocity, Acceleration, Momentum, and Angle of the plane on a screen using IR Sensors. I was responsible for developing the circuit and code for these quantities.
2) **AI Based Person Monitoring System (8th Semester-FYP)**
   Responsible for Developing an AI-Based Person Monitoring System i.e., Detecting person and gestures (Sitting, falling, walking, laying, etc.) in a specified area.

Game Development Projects

3) **Galaxy Shooter** (Windows, Android)
   Created a space-themed shooter game, focusing on player movement and enemy AI, main menu, music and animations.
4) **Dungeon Escape** (Windows, Android)
   Designed and implemented a dungeon escape 2d platformer focuses on player movement, enemy AI, 2d tilemap, unity ads system, loot and shop system.

Relevant Technical Skills

Programming and technical**:** C#, linear Algebra, vector math, Game AI(Basic), debugging and testing.

GitHub Link: https://github.com/Hamza272382

Tools and Technologies**: Unity Game Engine Basics, Visual Studio Code, Git and GitHub, Inno setup.**

Courses and Certificates**:** MS Office | Star Academy, Computer Graphics | Star Academy, Introduction to C# Programming and Unity **(Coursera**) |University of Colorado System, USA Created in partnership with Unity Technologies: learn C# by developing 2D & 3D games with this comprehensive guide**(Udemy).**