

Hassan Ilyas Virk

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Software Engineering student skilled in full-stack development, desktop/mobile apps, and object-oriented programming. Experienced in AI and machine learning projects. Familiar with 3D modeling tools like Blender. Passionate about applying creative and technical skills to build innovative software solutions.

Work Experience

3D Modeler

Mar 2024 - Present

[Phantom 3D Studio](#)

Worked as a 3D modeler at Phantom 3D Studios, focusing on creating detailed and realistic 3D models for various projects.

Game Asset Designer

Apr 2024 - Feb 2025

[Annixia Studios](#)

Designed and delivered 30+ high-quality, AAA-style game assets for Annixia Studios, including detailed character models and optimized environmental props, ensuring seamless integration.

Projects

Marketplace Application

Nov 2024

Built a marketplace application with the MERN stack, integrating a Location API and a working chat system. Added a Gemini chatbot for customer support, assisting users with product inquiries.

Restaurant Management Desktop Application

Apr 2023

Designed and developed a desktop-based restaurant management system using Java and MySQL. Included modules for order processing, menu management, staff login, and real-time database operations.

Core Skills

Programming Languages: C++, C#, Java, Python, Kotlin, SQL

Development: MERN, Winforms, Spring Boot

Tools & Software: Git, GitHub, Docker, MySQL Workbench, MongoDB Atlas, Postman, Jira, Figma

3D Modeling & Animation: Blender, ZBrush, Substance Painter, Marvelous Designer, After Effects

Testing: TestFX, JUnit

Education

National University of Computer and Emerging Sciences, FAST, Islamabad

Aug 2022 - Jun 2026

Bachelors Software Engineering