

MUHAMMAD ADIL

GAME PROGRAMMER

CONTACT

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https://www.youtube.com/channel/UCvy_kffhFdAQgCvW6sFzs55w

Tangi, Charsadda, Peshawar city

SKILLS

Unity 3D & Unity 2D

Cutscene (Timeline)

Blend Trees Animation & Animator

Optimization (Profiler, Frame Debugger)

GitHub (GitBash & Desktop)

OOP SOLID Principle and patterns

Clean Code and Dependency injection

Problem Solving & Bug Fixing

XCode (App Store Publishing)

Google Play Console Publishing

Ads Integration (Admob, Aplovin,Unity)

Strong Communication

EDUCATION

Bachelor Of Computer Science

University Of Agriculture Peshawar.

2018-2022

Faculty Of Science

Higher Secondary School Sherpao.
Subject Mathematics

2015-2017

PROFILE

As a Unity developer with four years of experience and a deep understanding of Object-Oriented Programming (OOP), I bring a robust foundation to crafting immersive gaming experiences. My expertise lies in writing clean, maintainable code and utilizing Unity's powerful features and tools to develop scalable, optimized solutions. I excel in creating seamless gameplay that captivates players, ensuring every project delivers exceptional performance. With a keen eye for detail and a passion for innovation, I am dedicated to transforming ideas into reality, making each game a memorable adventure.

WORK EXPERIENCE

Game Developer

Metal Heart Studio (MHS) 2020-2022

- Super Hero:**
- Developed dynamic and exhilarating gameplay where players embody heroes with abilities like flying, web swinging, fireblows, fireballs, and unarmed combat.
- Designed missions focused on fighting enemies and rescuing civilians, enhancing player engagement and excitement.
- Sword Fight:**
- Implemented features like horse riding and combat while riding on horse, adding strategic layers and excitement to the gameplay.
- Additional Contributions:**
- Collaborated closely with team members, contributing to project planning and execution.
- Utilized Object-Oriented Programming (OOP) principles to write clean, maintainable code.
- Optimized game performance using Unity's features and tools.
- Consistently met project deadlines while maintaining high-quality standards.

Game Developer

AptechMedia Solutions 2022-2024

- Mogaland**
- Collaborated with a skilled team of German developers to create a new map for Mogaland, ensuring top-notch, clean code throughout.
- Planned and executed the teams strategies.
- Kept up-to-date with the latest game development technologies and trends, demonstrating adaptability.
- Conducted thorough testing to ensure game functionality and performance, showing a commitment to quality assurance.
- Sword Fight-Life Of Gladiator**
- Developed a one-on-one sword combat system from scratch using the Invector third-person controller.
- Created an NPC state machine to efficiently manage enemy states such as roll state, defence state, combo attack states etc.
- Tower Defence**
- Fix many bugs and added new features to tower defense game .