Habibullah Saleem

Email: hsaleemdev@gmail.com
Phone: 0406510133

Career Objective

I graduated with a Bachelor of Science in Games Development and a sub-major in Data Analytics. I am eager to leverage my C++ and C# expertise within Unity and Unreal Engine environments, and excited for any opportunity to build upon my skillset. My biggest passion has always been developing and designing games and am extremely eager to polish both skill sets in engaging and interesting roles in the industry.

Please check out my portfolio at not.golf.

Career History

<u>Gameplay Engineer</u>   **03/2020 – 11/2022**

Epiphany Games

- Developed and optimised gameplay features for Unreal Engine & Unity projects, utilising both C++ and C# for development.
- Ported games to PlayStation, Switch, and Xbox platforms, gaining experience in both PC and Console development. An example of this is Capes on the Xbox One, PS4 and Switch with approximately 6000 sales
- Developed internal tooling for MMO infrastructure based on player UX and interaction
- Implemented systems in a networked environment, well versed in replicating data across clients and servers.

<u>University Tutor (Data Structures and Algorithms)</u>   **01/2023 - 07/2023**

University of Technology Sydney

- Created plans and communicated deadlines to complete projects and marking on time.
- Learned new skills and applied them to daily tasks to improve efficiency and productivity.
- Tutored C++ and several intermediate programming concepts, such as recursion and scalability theory.
- Tutored classes of 20+ students.

Junior Game Developer Intern   06/2022 - 12/2022

Playbox Studios

- Worked alongside a publishing and development team to produce a game.
- I utilised C# to develop object-oriented programming architecture.
- Developed within Unity, with a team of developers, organizing and assigning tasks internally and managing and attending scrums.
- Iteratively progressed through the production of a game, using QA instances to refine and perfect the product.

U@Uni Workshop Mentor   11/2021 - 10/2022

University of Technology Sydney

- Designed teaching curriculum which progressed through core programming principles as well as their implementation within games development.
- Taught Unity and C# in a series of workshops.
- Developed tutorials for these workshops, in which programming milestones were tackled through a series of mediums.
- Tutored a variety of classroom groups throughout semesters with classes averaging 30-40 students.

Education   03/2020 – 11/2022

University of Technology Sydney (UTS)- Bachelor of Science (Games Development)

Volunteer History

Gender Equity Ambassador   **04/2021 - 06/2023**

WEIT University of Technology Sydney

- Facilitate faculty workshops and outreach programs face-to-face and online for primary school and high school students.

Events Director, UTS Playmakers Society   **01/2021 - 12/2022**

Activate UTS

- Organised external and internal events for student and community engagement within the games development space.

References *More Available upon request*

Dr. William Raffe *Course Coordinator (BSc. Games Development)*
Ph: 0437176569
Email: william.raffe@uts.edu.au

Aaima Kusair *U@Uni Coordinator*
Ph: 0433 512 325
Email: maryam.kausar@uts.edu.au