Maaz Ali Khan

15-B, F.B Area Gulshan – E - Mustafa

Karachi, Pakistan

Email: mak.creativedeveloper@gmail.com

LinkedIn: [linkedin.com/in/maaz-ali-khan-50a380151](https://www.linkedin.com/in/maaz-ali-khan-50a380151)  
 GitHub: <https://github.com/maaz54?tab=repositories>

Phone: (+92)342 2229703

# Summary:

Experienced Game Developer with over 6.5 years of expertise in mobile games, virtual reality (VR), and PC platforms. Proficient in designing gameplay mechanics, implementing multiplayer features, and optimizing cross-platform games. Skilled in C#, Node.js, C++, Lua, JSON, and XML, and adept in architectural patterns such as Singleton, Factory Pattern, and State Machine. Specialized in real-time networking, UI/UX design, and integrating monetization strategies. Extensive experience with toolkits like Photon Bolt, Nakama Client, and Google Cardboard. Holds a Bachelor’s degree in Computer Science from Sir Syed University of Engineering and Technology.

# Professional Experience:

**Unity Developer, Metraverse, Singapore,** Oct 2022 – Present

* Designed and developed core gameplay mechanics for a top-down mobile game, enhancing user engagement.
* Implemented key features in a mobile app, including user profiles, profile data updates, and avatar creation and customization, enhancing user personalization and engagement.
* Created and optimized features for profile management, avatar customization, and real-time server-to-client communication.
* Collaborated with cross-disciplinary teams for seamless feature integration, including graphics and animations.
* Developed engaging mini-games like slingshots, whack-a-mole, and endless runners.
* Debugged and optimized game performance, contributing to smooth user experiences.
* Conducted code reviews and maintained high coding standards.

**Unity Developer, The Intisab Studios, Lahore, Pakistan,** Feb 2021 – Oct 2022

* Developed the Gameplay mechanics, p2p (Peer-to-peer) network between the players and visual scriptings in a Virtual reality (VR) card game project.
* Providing clean, readable and reusable code that is well documented.
* Handling communication between server-to-client and client-to-server communication.
* Developed well architecture multiplayer fighting game prototype from scratch in a virtual reality platform including network projectile handling.
* Providing support in adding new features, adding new game modes and bug fixes on live projects according to the user data.
* Added an extra layer of entertainment by creating mini-games like slot machines, enhancing the overall gaming experience and captivating player interest.

**Unity Developer, Gamestorm Studios, Karachi, Pakistan,** Oct 2019 – Feb 2021

* Successfully developed and delivered 5 fully functional cross-platform mobile games across various genres, including arcade, racing, and simulation, for Android and iOS platforms.
* Provided well architecture structure solutions.
* Integrated monetization strategies, including in-app purchases and ad networks, increasing revenue streams
* Developed and implemented custom plugins and SDKs for the development team, including a daily reward system and a level generator. These tools streamlined the development process and enhanced productivity.

**Unity Developer, Dreamnode Studios, Karachi, Pakistan,** Feb 2019 – Oct 2019

* Successfully developed and delivered 3 hyper-casual game prototypes, showcasing creativity and adaptability in working with different game mechanics and genres.
* Took a proactive role in UI engineering, leveraging code to create visually appealing and interactive user interfaces.
* Implemented UI animations and visual animations through code, enhancing the overall aesthetic appeal and user engagement of the games.
* Provided support and added new features and bug fixes.

# Skills:

* **Programming Languages:** C#, NODE JS, C++, LUA, JSON, XML.
* **Programming Patterns:** MVP pattern, observer pattern, express, mongoose, singleton pattern, factory pattern, state pattern, event-driven, solid pattern.
* **Tools:** Unity Engine, Unreal Engine, Adobe Photoshop, Adobe Illustrator, Visual Studio, Visual Studio Code.
* **ToolKits:** Nakama client, NetCode, fishnet networking, photon fusion, photon bolt, OVR toolkit(Oculus Virtual Reality Toolkit), mixed reality toolkit, google cardboard.

**Education:**

* 2015-2018 ***Bachelor of Science, Computer Science***

Sir Syed University of Engineering and Technology

# Game Projects: Bixerland (Metaverse Project)

* Developed gameplay mechanics, mini-games, avatar customization, and UI programming.
* Enhanced user retention with Live Ops support and regular feature updates

**Blackjack Vr**

* Implemented core P2P networking, UI programming, and visual scripting for a VR card game.
* Conducted data-driven updates and added features to boost player engagement.

**Top Down Farming**

* Designed and developed a fully functional prototype, including level design and gameplay scripting.

**Cycle BMX Stunt**

* Built the game from scratch, including cycle mechanics, environment animations, and UI/UX elements.
* Added different varieties of cycle mechanics according to their cycle designs,

**Monster Truck Stunt**

* Delivered core gameplay and truck mechanics, integrating dynamic physics for immersive experiences.
* Added different varieties of truck mechanics,

**Mega Ramp Car Stunt,**

* Engineered gameplay, car mechanics, and added engaging features like daily rewards and bonus levels.
* provide support and add features like daily rewards, bonus levels etc.