Moiz ul haq

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Enthusiastic Game developer currently attending university eager to contribute to team success through arduous work, attention to detail and excellent organizational and programming skills.

EDUCATION

University of Engineering & Technology Lahore, Pakistan

Expected October 2024

Bachelors in Computer Science

CGPA: 2.955

Subjects of interest: Data Structures and Algorithms, Virtual Reality, Human Computer Interaction, Mobile App Development, OOP, PF, Software Engineering, Game Development.

SKILL SET

- **Front End**: React, Angular, Next.js, Vite, HTML, CSS, JavaScript, TypeScript, Phaser Js, Flutter, Dart, Unity, Bootstrap, Tailwind CSS, Socket IO, Python, Flask.
- Back End: Node, Express, Firebase, ASP.NET.
- Database Programming: MySQL, SQL, MongoDB.
- Source Control: Git, GitHub, GitLab.
- **Tools**: Visual Studio, Visual Studio Code, MS SQL, SQL Studio, Jira, XAMP Server, Jupyter Notebook & Extensive knowledge of Agile and Scrum development methodologies.

Work Experience

• Teaching Assistant (Oct 2021 - May 2021)

Mentored the **120+ plus students** during the programming fundamental & object-oriented programming duration of 4 months each (total 8 months).

• SDE Intern @TIERS Limited (Jun 2023 – Aug 2023)

During my SDE internship at TIERS Limited from June to August 2023, I was actively involved in developing web applications using React and HTML/CSS/JS. My responsibilities included working with MongoDB and SQL databases, as well as implementing Stripe payment gateway integration. This experience allowed me to enhance my skills in frontend and backend technologies while gaining practical exposure to e-commerce and payment processing solutions.

• Two Years of Work as a Full-stack web/game developer

Present

Two years of diverse and enriching freelancing experience. Harnessing my skills to deliver high-quality projects across various domains. This journey has allowed me to thrive independently while collaborating with clients to meet their unique needs effectively.

PROJECTS

Mindful-Kids (VR Project)

(In-Progress)

 Working on mindful kids a VR project for kids as a Virtual Reality Developer in Unity & developing different 3d immersive environments.

French Baguette 2D Endless Runner Game

Worked for a remote client from France to make him a 2D endless runner game using unity & c#.

Jungle Scratch Game

Worked for a remote client from US to make him a jungle scratch game using phaser js framework.

Cat Burglar Game

• Worked for a remote client from Romania to make him a cat burglar game using phaser js framework.

For more projects:

Link: (https://dev-moiz-portfolio.vercel.app) Portfolio

* I'm going to update this portfolio website soon (In Progress).

ACHIEVEMENTS

NFLP-Y Student Brand Ambassador

- Worked as a State Bank of Pakistan Student Brand Ambassador under the Virtual Internship Program of NFLP-Y (National Financial Literacy Program for Youth).
- Delivered an awareness workshop on NFLP-Y program.

VOLUNTEER WORK

- Executive Member of Kaar-e-Kamal (Welfare Organization).
- Ex-General Secretary/ President of UETians Of District Rahim Yar Khan Society.