



Muhammad Abdullah Abid

Game Developer | Game Designer

Since childhood, I was very passionate about playing games, and while playing them I had always wondered how they make games, so this curiosity leads me to become a Game Developer. Now I can say that I can make my own games and I choose Unreal Engine to be the platform for making them. So now I'm looking for opportunities to gain experience in the professional world.

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WORK EXPERIENCE

Junior Unreal Engine Developer Big Immersive

10/2021 - Present

Lahore, Pakistan

Achievements/Tasks

- UI Pagination System: A system that divides the items in the list into smaller chunks and loads when the scroll reaches to end.
- Level Streaming Plugin: A plugin designed to load stream levels by setting level name and player location. Loading appears when the level starts loading and hides when the level is loaded.
- UI Implementation: Responsible for handling the project's UI components. Worked in close collaboration with the Art, User Experience, & Quality Assurance departments.
- ScreenShot and Gallery System: A pawn is spawned as a camera that takes a high-resolution screenshot with functionality to add effects, change the field of view, zoom in & out, and set aperture. The screenshot is then saved in a specific project folder and added to the gallery as a widget.
- Image Upload System: A function when called open windows explorer and let the user decide on any image, the selected image will be converted to 2D texture. Filters can be added when selecting an image such as file extension, size, and resolution.
- Circular Spawn Manager: A manager that spawns the items in a circular shape by entering the total number.
- APIs Integration: Integrated APIs into the Unreal side of the project & maintained close communication with the backend team. Requirements, bugs, requested changes & tweaking, & (etc) were topics of communication.

Unreal Engine Developer - Intern Big Immersive

09/2021 - 10/2021

Lahore, Pakistan

Achievements/Tasks

- Bomber-Man Game 3D

Description : A tps game with 5 levels ☐ Character Creation ☐ Level Design ☐ AOE Bomb ☐ Enemy AI ☐ Level Timer ☐ Points System

EDUCATION

Bachelor of Computer Science University of Central Punjab

10/2016 - 02/2021

Intermediate in Pre-Engineering Punjab Group of Colleges

03/2013 - 03/2015

SKILLS

Unreal Engine

UMG

Blueprints

C++

Jira/Source Control

Unity

Blender

3ds Max

Adobe Illustrator

Adobe Photoshop

ACADEMIC PROJECTS

Chess Board Game

- Introduction to Computing : Project created with C++ on Visual Studio

Ping Pong Game

- Mobile Application Development: A game design with Objective C on XCode IOS

The Retrieval

- Introduction to Game Design: A 2D Platformer game developed on Scratch

The PoliceMan Trainer VR

- Final Year Project: A 3D VR shooting game designed and developed in Unreal Engine 4

LANGUAGES

C++

Professional Working Proficiency

C#

Limited Working Proficiency

C

Professional Working Proficiency

Python

Limited Working Proficiency

INTERESTS

Gaming

Cricket

Football

Travelling

Music

Seasons