



Muhammad Akbar

Senior Game Engineer

An enthusiastic Game Engineer, driven by a passion for contributing to proven success through diligence, meticulous attention to detail, and outstanding organizational skills. Eager to embrace opportunities for learning, personal growth, and advancement within the industry, and eager to enhance your team's value.

Contact

Phone

+92 321 4075704

Email

muhammadakbar13995@gmail.com

Address

Lahore, Pakistan

Education

2015- 2019

BS Computer Science

COMSATS Islamabad - Lahore

2013-2015

Intermediate in Computer Science

Punjab Group of Colleges - Lahore

Expertise

- Unity Expertise
- Proficient in C#, Python, and JavaScript
- Version Control
- Teamwork
- Analytical Skills
- Progress Reporting
- Game Design
- Planning and Coordination
- Interpersonal Communication

Experience

May 2022 - Current

Starpixel Studios | Remote

Senior Game Engineer

- Responsible for ideation and full Game development for a Survivor.io inspired game.
- Developed and maintained features like all gameplay mechanics such as 2d Shooting system, Choice system based on experience Gained, boss and enemies mechanics.
- Developed and maintained meta features such as a 6-equipment-based system, skills-based evolve mechanics, gacha, growth fund, equipment merge system, monthly subscription packs, daily login rewards, daily tasks, weekly tasks, and in-app purchases. Additionally, managed the game economy.
- Developing scalable and easy to reuse code and solutions.
- Using and developing with Unity Asset Store's best assets such as Feel, Dotween and Odin Inspector.
- Overlooking junior engineers working on the projects under me and helping them with day to day tasks.

Game Engineer

- Created gameplay features such as combat and AI.
- Primarily focused on multiplayer features using Mirror.
- Developed new features including player chat, PvP invites, matchmaking, and custom teaming by creating a socket client and overseeing backend solutions implemented in TypeScript. Additionally, integrated in-game voice and text chat.
- Worked on inventory, achievements, crafting systems, and added a gacha feature.
- Utilized debugging techniques to identify issues with code and resolve errors.

September 2021 - May 2022

Game District | Lahore, PB

Game Engineer

- Responsible for developing physics-based controllers, game mechanics, UI systems, and integrating in-app purchases (IAPs).
- Assisted other developers in adopting good programming practices and techniques.
- Contributed to game design and participated in brainstorming sessions for ideas.
- Developed games for the Play Store that achieved over 10 million downloads.
- Contributed to the development of 2 games for Android.



Contact

Phone

+92 321 4075704

Email

muhammadakbar13995@gmail.com

Address

Lahore, Pakistan

Expertise

- Unity Expertise
- Proficient in C#, Python, and JavaScript
- Version Control
- Teamwork
- Analytical Skills
- Progress Reporting
- Game Design
- Planning and Coordination
- Interpersonal Communication

Experience

April 2019 - September 2021

Corsshair Technology Lab | Lahore

Junior Game Engineer

- Worked over a span of 2 years with tools such as Photon, GameAnalytics, Firebase, Playfab, and Bolt.
- Responsible for creating AI behavioral elements, character controllers, and character animation systems.
- Conducted game optimization, analytics integration, and built for iOS and Android platforms.
- Collaborated closely with business developers, development teams, and executives to deliver high-quality game prototypes, proofs of concept (POCs), and products.
- Directly handled interactions with 5+ clients, devising ideas and solutions to meet their requirements.
- Utilized debugging techniques to identify issues with computer code and resolve errors.

Projects

Turret Game Features (Preview):

<https://youtu.be/oQRAmTdlOW0>

IGP Manager:

<https://play.google.com/store/apps/details?id=com.igpgames.igpManager&hl=en&gl=US>

Stardust League:

https://store.steampowered.com/app/2134680/Stardust_League/