



Faizan Qamar

SOFTWARE ENGINEER

Lahore Pakistan

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Faizanqamar9535@gmail.com

FAST Islamabad | BSCS 2015 - 2019

PROFESSIONAL EXPERIENCE

Dedicated and passionate gameplay programmer with more than 3 years of experience in the field of game development, coupled with a keen eye for aesthetics. Continuously driven to explore novel approaches to enhance game development systems' efficiency and deliver the exceptional user experiences gamers rightfully expect.

SKILLS

- Possess extensive expertise in programming, project development, optimization, architecture, and software development. Demonstrates strong analytical and problem-solving skills.
- Accumulated 3+ years of experience working with C# and specializing in Unity. Proficient in Unity and well-versed in game development aesthetics.
- Effective communication and presentation skills, coupled with the ability to define and comprehend technical requirements. Flexible and competent enough to work alone and with teams

WORK EXPERIENCE

Revolving Games, Lahore Pakistan | Game Engineer

JUNE 2022 - PRESENT

- Working on the company's primary product which is a 4x MMO strategy game
- Solved and provided solutions to the problems in existing codebase
- Responsibility of developing game features and writing flexible code for the team.
- Provided optimized approaches to better the UI implementations in the product

Geniteam Solutions, Lahore Pakistan | Software Engineer

OCT 2020 - JUNE 2022

- Contributed to the development of high-profile games, including Scary Teacher (100M+ Downloads), Scary Robbers, Scary Stranger, Nick and Tani, and Teacher Escape.
- Played a pivotal role in elevating gameplay experiences by implementing diverse features, contributing to the overall innovation and engagement within the games worked on.
- Distinguished expertise in resolving ANRs and Bug Fixes and RnD Expert on different issues faced by the team.
- Collaborated on multiple game projects in Znk Games Account

Geniteam Solutions, Lahore Pakistan | Associate Software Engineer

OCT 2020 - JAN 2022

- Accomplished game developer recognized for significant contributions to the success of "Scary Teacher," a game with an impressive 100 million-plus downloads.
- Proficient in creating diverse game projects that serve as engines, providing valuable tools and resources for fellow developers.
- Specialized in enhancing game aesthetics to ensure a superior user experience, incorporating sound effects (SFX), visual effects (VFX), and particle effects seamlessly into the gaming environment.
- Extensive involvement in various game projects within the Znk Games Account, showcasing versatility and a comprehensive skill set in game development.

OTHER EXPERIENCES

Khushali Bank Limited, Islamabad Pakistan | Automation Intern

JUNE 2019 - AUG 2019

- Automated ECIB (The Electronic Credit Information Bureau) process.

CERTIFICATES

- Multiple Unity courses from Udemy.
- Learn SQL from code academy.



<https://www.linkedin.com/in/muhammad-faizan-436164166>



<https://github.com/MuhammadFaizanQamar>



https://www.artstation.com/faizan_qamar

PROJECTS

Battlestar Galactica (MMO, RPG)

- Unity, C#, Windows, MacOS, Android, iOS, NFTs

Scary Teacher 3D

- Unity, C#, Android, iOS

Scary Stranger 3D

- Unity, C#, Android, iOS

Scary Robber 3D

- Unity, C#, Android, iOS

Nick & Tani

- Unity, C#, Android, iOS

Teacher Escape

- Unity, C#, Android, iOS

Secret Football Stars

- Data Mining Tools, Asp.Net, MSSQL Server

Robot Game (2D Action Game)

- Assembly Language, dosBox

Bubble Shooter (Casual Game)

- C++

PROFICIENT IN:

- Gameplay programming
- C#
- Unity
- Optimizations

HANDS ON:

- JIRA / Assembla
- Github / Gitlab / GitBash
- SourceTree / SVN
- Unreal Engine, C++
- Visual Studio
- Rider