

AREEB AHMED

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ABOUT ME

A 23 years old graduate student with a degree in Computer Science and ignited by an ambitious desire to establish myself as a distinguished software engineer. With a passion for crafting unique and captivating concepts, I am driven by the vision of bringing innovative designs to life within the software engineer industry. I have strong understanding of PF, OOP and DSA.

I have 2+ years of Experience with unity with good understanding of basic concepts like character controllers, Scene Management, Animator and Animations, Animation Rigging, Timeline Sequencing Tool, Unity's Physics Engine (Raycast And Rigid Body), Texture/Materials, New Input System, Menu UI/HUD etc. I'm also well-versed in various technologies like MERN Stack/React Native, PHP, HTML/CSS, JavaScript, and MS SQL/MySQL.

SKILLS

C# Unity	HTML/CSS	PHP	C++
MERN Stack/React Native	Javascript	MS SQL/My SQL	

PROFESSIONAL EXPERIENCE

Final Year Project (FYP) [https://github.com/Z7X4Y2HQ/Skipped_a_Beat]

My FYP was a mixture of Japanese Visual novel and a narrative adventure with my own story line and characters, called "Skipped a Beat". Created core game features like storylines, Timeline and characters. Optimized the performance of complex scenes in Unity3D by reducing draw calls, enabling GPU Instancing, occlusion culling and hence improving frame rate.

Created gameplay prototypes for presentation to creative and technical staff and management.

Added features like Objective system, Day/Date System, location Information, seamless transition between scenes, solid character controller, Interactive Mobile, dialogues, menu design, BG music and Character walking sounds, cutscenes, Save and load game progress, Change Graphics settings etc.

Web Development

Developed a CRUD Application resembling MyAnimeList in PHP. I have also created To Do list App Using MERN Stack. Have experience with database management (MS SQL/MySQL and MongoDB), user authentication and session handling. Experience acquiring and manipulating data from various APIs. I used Git for version control. Developed the frontend of Amazon App in React Native.

I have strong understanding of foundational concepts, which makes it easier for me to learn new Tech without a problem.

Game Jam Project

A survival puzzle game; Brunch | Retro Futuristic theme

3 main puzzles; Wordle, Braille Cipher, Vigenère Cipher

Third person perspective in Universal render pipeline.

Other Projects

Puzzle games (Wordle, Sudoku) | 2D Platformer | TopDown Shooter | A Character Controller | Cutscenes in Timeline with Cinemachine | Coin Collector 3D | Amazon clone in React Native (frontend) | Experience with MERN stack

Freelancing

Frontend in HTML and CSS | Wordpress using Elementor

Backend in PHP with MySQL | Logos and brochures in Adobe Illustrator

Writing Assignments

EDUCATION & CERTIFICATIONS

Matric in Biology

Ended in 2017

The Punjab School

Intermediate in ICS

Ended in 2019

The Punjab College

Bachelor in BSCS

Ended 2024

COMSATS