Muhammad Majid Zia

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Website: https://github.com/Pinocchio92/Demonstrations

Home: Lisbon (Portugal)

ABOUT ME

Experienced Game Developer with a passion for creating immersive and engaging gaming experiences. With a demonstrated history of working in the computer games industry

With a proficiency in Unity3D complemented by a robust foundation in C++, I can bring concepts to life, developing interactive and visually captivating games. I thrive on the challenges that game development presents and am always driven to push the boundaries of what's achievable in the virtual realm.

DIGITAL SKILLS

Software Engineering / Game Development (Unity Game Engine - C#) / C# (.NET, .NET Core, .NET Framework) / c++,c#,c / KNOWLEDGE OF DATA STRUCTURES AND OOP CONCEPTS / BDD/TDD / RESTful api / API Integrations

Tools And Technologies

Unity 3D engine / Unreal engine /C++/ / AR-Kit / AR Core / Linux / GIT version control, Linux Command / Jira / Docker / Postman / gRPC, Protobuf (basic) / CICD using Jenkins / Sensor Modelling / OSI model and related concepts

Design Knowledge

Agile (Scrum) / Design patterns, SOLID design / UML / KISS pattern / Clean Code / MVC / SDLC in Agile methodologies

EDUCATION AND TRAINING

Game Production
Udemy

City: Lisbon | **Country:** Portugal

Product/Project Management
Google

City: Lisbon | **Country:** Portugal

Omniverse Toolkit.
Nvidia

City: Lisbon | **Country:** Portugal

Agile/Scrum Training
Google

City: Lisbon | **Country:** Portugal

RECOMMENDATIONS

Name: Patril Niklasson | Product Owner

I worked with Majid for the development of sensor simulation using Unity Engine as a tool. As a software developer and valued team player Majid completed his task to full extent, he was also continuously accepting complex challenges which is much appreciated.

As a skilled developer and helpful member of the team I would highly recommend Majid.
Email: patrikaniklasson@gmail.com | **Phone number:** (+46) 708538545

WORK EXPERIENCE

Principal Consultant Engineer

DevoTeam [15/06/2023 – Current]

City: Lisbon | **Country:** Portugal

- Engaged in enhancing features and maintaining the media application within **IDrive 8 Software for BMW.** Specifically focused on improving audio management features in ID8 media applications. Responsible for debugging and resolving application bugs to ensure seamless performance on car media hardware.

- **Implemented Agile methodology** to streamline ticket processing and foster transparent communication with all stakeholders. Utilized Kanban boards for efficient task management, fostering continuous collaboration and feedback loops. Regularly updated and involved all relevant parties to enhance responsiveness and adaptability in the development process.

Tech Lead (Unity 3D)

My Fight Co [01/06/2022 – 29/02/2024]

City: Remote | **Country:** New Zealand | **Business or sector:** Arts, entertainment and recreation

- In my role, I was deeply involved in collaborating with project managers to define **technical requirements**, **project scope**, and **realistic timelines**.
- Breaking down project tasks and efficiently allocating them to team members was integral to my role. I **made crucial decisions regarding the technology stack, Architecture design, frameworks, and overall system design**, ensuring that the chosen architecture aligned with project goals and maintained scalability, performance, and maintainability.
- Furthermore, I played a vital role in **cross-functional collaboration** by closely working with teams such as QA, the Server Team, and the product management team. This collaboration aimed to ensure a seamless development and deployment process, emphasizing effective communication and alignment of objectives.

Senior Sensor Developer (Unity 3D)

AAI GBMH [17/02/2020 – 20/03/2023]

City: Islamabad | **Country:** Pakistan

- Contributed to the development of a standardized **simulation platform using Unity 3d Engine** for dynamic (road vehicles) and static (Operation Design Domain) objects in accordance with ISO34503.
- Worked with **ASAM OpenDRIVE standard to automate** the creation of road topologies in the 3D environment. The environment provides the baseline for Taxonomy for the operational design domain mentioned in ISO34503.
- Created 3D assets with material information up to LOD X to support the simulation. This helps our customers to speed up the development of autonomous solutions by 10x.
- To support AI and ML models training generated sensor data in **ASAM OSI format**. This helps our AI developers to train the algorithm without data acquisition from third parties and we save 200,000 Euros.
- **Optimize sensor simulation** performance and **real-time data transmission in OSI to run the simulation in the cloud**. This helps our tool to make scenario tests at scale (in accordance with ISO 34501) possible for ADAS and HAD developers. Making us a global debutant for real-time high-fidelity sensor simulators in the cloud.
- Participated in the technical sales pitch. Won 3 projects with German OEMs. Clarified the requirements and ensure the timely delivery of milestones.

Senior Game Engineer

Rockville Games [01/06/2017 – 14/02/2020]

City: Islamabad | **Country:** Pakistan | **Business or sector:** Arts, entertainment and recreation

- Successfully implemented **multiplayer** functionality in the cricket sports game using the **Photon engine**, enabling seamless online gameplay experiences.
- Integrated the **custom server for matchmaking** between Facebook Friends in multiplayer matches.
- Designed and developed **robust multiplayer gameplay** systems, including **player synchronization**, ball movement replication, and real-time score updates across networked clients.
- Utilized Photon's room and lobby system to create smooth matchmaking experiences, allowing players to easily connect, join matches, and interact with each other.
- Implemented custom networked events and RPCs (Remote Procedure Calls) to ensure accurate and synchronized gameplay actions, such as batting, bowling, and fielding, across all connected players.
- Contribute to **product management** and **GameDesign processes**.

Lead Unity Engineer

Regexsoft [01/12/2015 – 30/05/2017]

City: Lahore | **Country:** Pakistan

- Spearheaded game development projects focused on **hyper-casual, casual games, and endless games**, ensuring the successful delivery of high-quality products to target audiences.
- Facilitated effective client communication by actively engaging with stakeholders, conducting thorough requirement gathering, and translating client visions into actionable development plans.
- Demonstrated strong **team management skills** by overseeing and coordinating a talented team of developers, artists, and designers, effectively assigning tasks and ensuring timely project completion.
- Conducted stakeholder demonstrations, presenting progress updates and showcasing game features, fostering transparency, and aligning expectations with project goals.

Software engineer

ClipIn Media [01/04/2014 – 30/11/2015]

City: Islamabad | **Country:** Pakistan

- .NET Development Proficient in .NET development, including C# programming language and frameworks like
- .NET Core, WPF, and XNA Framework.
- Windows Phone Application Development Experienced in developing applications for the Windows Phone platform, utilizing the Windows Phone SDK, XAML, and MVVM pattern.
- Actively expanding skills in the Unity game engine, gaining familiarity with Unity's scripting API, scene management, and asset integration.

PROJECTS

[15/07/2023 – Current]
Media Application for BMW IDrive 8. - Involved in Feature Enhancement and maintenance of the media application in IDrive 8 Software in BMW.
- Improvement of audio management features in ID8 media applications.
- Debug and resolve bugs in the application, ensuring smooth performance on car media hardware.

[17/02/2020 – 20/02/2023]
ReplicaR - Contributed to the development of a standardized simulation platform for dynamic (road vehicles) and static (Operation Design Domain) objects in accordance with ISO34503.
- Worked with ASAM OpenDRIVE standard to automate the creation of road topologies in the 3D environment. The environment provides the baseline for Taxonomy for the operational design domain mentioned in ISO34503.
- Created 3D assets with material information up to LOD X to support the simulation. This helps our customers to speed up the development of autonomous solutions by 10x.
- To support AI and ML models training generated sensor data in ASAM OSI format. This helps our AI developers to train the algorithm without data acquisition from third parties and we save 200,000 Euros.
- Worked on sensor validation mechanism to ensure accurate sensor behavior within the 3D simulation helping us deliver a 1 Mio Euro project.

- Optimize sensor simulation performance and real-time data transmission in OSI to run the simulation in the cloud. This helps our tool to make scenario tests at scale (in accordance with ISO 34501) possible for ADAS and HAD developers. Making us a global debutant for real-time high-fidelity sensor simulators in the cloud.

Link: https://www.youtube.com/watch?v=vWKrn6Noesk&ab_channel=AutomotiveArtificialIntelligence

Multiplayer Cricket Game - RVG Cricket - Successfully implemented multiplayer functionality in the cricket sports game using the Photon engine, enabling seamless online gameplay experiences.
- Integrated the custom server for matchmaking between Facebook Friends in multiplayer matches.
- Designed and developed robust multiplayer gameplay systems, including player synchronization, ball movement replication, and real-time score updates across networked clients.
- Utilized Photon's room and lobby system to create smooth matchmaking experiences, allowing players to easily connect, join matches, and interact with each other.
- Implemented custom networked events and RPCs (Remote Procedure Calls) to ensure accurate and synchronized gameplay actions, such as batting, bowling, and fielding, across all connected players.
- Contribute to product management and GameDesign processes.

Link: https://play.google.com/store/apps/details?id=com.rockvillegames.real.cricket.game

FPS Shooting Game
  • Write here the description...Developed an Easy Unity3d tool for NPC placement in game scenes for game designers.
  • Programming UI for Innovative UI Designs.
  • Engineering and maintaining Accurate and balanced Physics of games.
  • Engineered Highly Efficient, Easy to control and optimize Heli and Aircraft control for Military base game project.
  • Writing as simple as possible Web-services Integration for easy server communication.

Link: https://play.google.com/store/apps/details?id=com.rockville.terrorist.shooter.fps

LANGUAGE SKILLS

Mother tongue(s): Urdu

Other language(s):

English
LISTENING C1 **READING** C1 **WRITING** C1
SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Portuguese
LISTENING A1 **READING** A1 **WRITING** A1
SPOKEN PRODUCTION A1 **SPOKEN INTERACTION** A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user