

Curriculum Vitae

Objective: Dedicated to delivering added value by continuously enhancing my game development skills and expertise.

Personal Details:

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Educational Qualification:

- Matriculation with Computer Science.
- Intermediate with Computer Science.
- Bachelor of Computer Science – Northern University Nowshera, Department of Computer Science.

Skills:

- Game Development (Unity + Unreal)
- IOS App Development (Self-learning to resolve IOS Export issues in games made with Unity)
- Android Studio (Self-learning to understand native stack trace to resolve crashes/ANR)
- Web Developer (Self-learning for Freelance Projects)

Professional Work Experience:

Company	City	Duration (Yrs)	Designation	Responsibilities
Spartans Global aka Terafort Ltd	ISB	3+ (present)	Game Developer	<ul style="list-style-type: none">- Develop scalable prototypes and mechanics.- Resolving critical issues related to crashes and ANRs resulting in ANR rates below 0.45% and crash rates below 1%.-Proficiently designing game mechanics aligned with project manager's plans, encompassing various genres such as FPS, TPS, and Simulation.
ZMectr SMC Private	NSR	6 Months	System	<ul style="list-style-type: none">-Proficiently designing IoT hardware

Ltd.			Engineer	systems aligned with project manager's plans, encompassing various applications such as home automation, wearable devices, and environmental monitoring
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Few Prominent Portfolio Items:

1. [Rider 3D](#): [Made from Scratch]
 - Developed Idle clicker mechanics with a business tycoon concept, utilizing train bogies to drive significant cash profits.
 - Implemented essential technical features such as upgrade system, reward chest, offline profit mechanics, and inventory system for an enhanced gameplay experience.
Demo Video: https://www.youtube.com/watch?v=VHdDRC_PryI
2. [Car Stunt](#)
3. [Prado Parking](#)(50M+ Downloads):
 - Provided critical updates to address crashes and ANRs, significantly improving vital metrics.
 - Achieved ANR rates **below 0.45%** and reduced crash rates to **under 1%**, ensuring a stable user experience.
4. [Kung Fu Fighting](#)(50M+ Downloads):
 - Provided several critical updates related to Crashes/ANRs
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5. [Commando Shooting Stars](#)[Made from Scratch]:
 - Provided several critical updates related to Crashes/ANRs

10+ games in different genres such as Simulation, FPS, TPS, Top Down Shooter, Stunt and more.

Third-party SDKs that I've worked with:

- Google Admob [Mediation as well]
- Applovin [Mediation as well]
- UnityAds [Mediation as well]
- Chartboost.
- Firebase[Database/Analytics/Authentication]
- Backend APIs hosted on AWS and accessed through Laravel

Version control tools that I've worked with:

- Github
- Bitbucket
- Git[command line]
- Source tree

Project collaboration tool that I've worked with:

- Trello
- Clickup
- Jira[self-learning]

Additional Skills:

- Google the problem before asking anyone else.
- Skilled in resolving critical issues through native logs debugging, effectively identifying and addressing performance bottlenecks.
- Ability to comprehend code structure without relying on extensive documentation, facilitating efficient code analysis and maintenance.
- Experienced in successfully executing migrations between older and newer versions of Unity and vice versa.
- Passionate about working collaboratively with junior and beginner developers, fostering a supportive and nurturing environment to facilitate their growth and development.

Additional Hobbies:

- Explore tech stacks related to game development
- Playing Video Games (Well Known Titles)