

Saad Khan

Gameplay Programmer

Experienced game developer seeking a new and satisfying work environment where past skills can be used to create future games. Worked on game design to final production and publishing across all platforms with a focus on PC/Console gaming.

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🌐 wickedknock.github.io/Portfolio/

🐙 github.com/wickedknock

WORK EXPERIENCE

Lead Gameplay Programmer Rematch Studios

2016 – Present

Achievements/Tasks

- Creating gameplay mechanics for puzzles and player interactions, Prototyping ideas to test and implement them in game.
- Working with animators for player interactions like quick time events and cut scenes.
- Creating GUI systems for different platforms
- Creating Dynamic code to apply multiple assets in the scene without manual work (eg: adding specific sounds to specific items, saving areas, music changes etc).
- Creating custom tools for animation and sounds.
- Creating code for both VR and Xbox joystick controls.
- Integrating Steam API with Achievements.
- Working with playstation API for PSVR.

Gameplay Programmer Innovative Solutions

2014 – 2016

Tasks

- Creating Online Login System for players using GameSparks
- Creating real-time changes for player database using JSON and C sharp.
- Multiplayer GUI programming that PvP players will see change in real-time.
- Market to buy items and save data, slot machine etc.
- Coding Race mechanics for horse simulator game

EDUCATION

BSCS Hamdard University

01/2010 – 01/2014

MSDS FAST University

Courses

- Machine Learning
- Deep Learning

SKILLS

UE4

VR Development

Unity3D

C#

C++

Team Management

python

AWS

RDBS

NoSQL

Team Management

Git

Perforce

PROJECTS

Area of darkness VR (oculus, vive, psvr) . Adventure game (Steam Page Available) [🔗](#)

Shards online game like art of war (steam)

Horse breeding simulator with race challenges

INTERESTS

Games

Sci-Fi

Books

Tech

Bikes

Travelling

Football

Art