Saad Khan

Sr. 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 gaming.

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LumbusterTick

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 Amazon web services.
- 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.

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