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| Salman **Mahmood**  29A Block A, Civic CenterPhase 4 Bahria Town Rawalpindi |
| Experienced Unity game developer with a passion for creating immersive 2D and 3D gaming experiences. I’ve worked on Metverse project in Xana Builder at Noborderz, specializing on module development. Proficient in C#, Unity Engine, Game Physics, UI and animation tools. Collaborative team player with agile work experience. Committed to pushing industry boundaries through innovation. |

**EXPERIENCE**

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| **08/12/2019 – 29/02/2024**  **Game Developer, Aptechmedia**  Worked on influential and effective projects to success at Aptechmedia, specializing in the creation of highly acclaimed and widely downloaded games across various genres. Contributed with teams in crafting immersive scenic, simulation games and Puzzle games in 2D and 3D. |
| **01/12/2022 – 20/03/2024**  **Module Developer, Noborderz. Inc**  As a Module Developer at Noborderz, I played a key role in elevating the virtual experience in Metaverse prjects, specifically in Xana Builder. My responsibilities included in character controller development, developing different modules, web login implementation and seamless APIs integration enhancing the overall user experience in the virtual world. |
| **01/03/2024 – Current**  **Game Developer, Section Soft**  Currently serving as a Game Developer at Section Soft, where I apply my extensive experience in variety of 2D and 3D puzzle games, Simulation and Shooting games. I focus on enhancing user engagement and improving gameplay experience through innovative design and implementation. Developing games that offer realistic scenarios and challenges to players. |

**EDUCATION**

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| **September 2018**  **Computer Systems Engineering, U.E.T Peshawar**  Major subjects in our curriculum was studying OS, DBMS, Signals and Systems, OOP, Circuit & systems and Game Development. |

**SKILLS**

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| * Unity Game designing * Proficient in C# * APIs integration * Design patterns * GitHub Version controls |