

Hassan Iqbal

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Professional Summary

Aspiring Junior Unity Developer with hands-on experience in 2D and 3D game development, specializing in object-oriented programming, game rendering, and 3D modeling. Skilled in Unity, C#, and maya, with a passion for creating immersive and engaging gaming experiences. Strong teamwork, communication, and problem-solving abilities honed through collaborative projects and retail experience.

Skills

- **Programming:** C#, Object-Oriented Programming (OOP), Unity Scripting
- **Game Development:** Unity (2D & 3D), Game Rendering, Game Physics
- **3D Art & Design:** Maya, 3D Modeling, Texturing, Animation
- **Collaboration:** Git/GitHub, Version Control, Group Project Experience
- **Soft Skills:** Communication, Upselling, Time Management, Teamwork, Problem-Solving
- **Additional Tools/Software:** Photoshop, Visual Studio, unreal engine

Education

University of Greenwich – BSc (Hons) Games Design and Development (Modeling and Animation) (Year 2022 - Year 2026)

New City College – BTEC Level 3 IT (Year 2020 - Year 2022)

Cumberland School – GCSEs (Year 2019 - Year 2020)

Projects

- ♦ **Football Game** – blazeball game (Group Project, 2024)
 - **Role:** Lead Programmer
 - **Description:** A football game built in Unity with 3 other team members, featuring player controls, team management, and realistic ball physics.
 - **Key Features:** Physics-based player movement, AI-controlled opponents, multiplayer functionality.
 - **Technologies:** Unity, C#, maya for assets, GitHub
 - **Link:** <https://scarface00777.github.io/Scarface123/>

- ♦ **Blue Mosque Building Model** – 3D Architecture Model (Solo Project, 2023)
 - **Role:** 3D Modeler
 - **Description:** Created a 3D model of a mosque inspired by the Blue Mosque in Maya, showcasing architectural details and texturing techniques.
 - **Key Features:** Realistic 3D modeling, texturing, and lighting.
 - **Technologies:** Maya, Photoshop
 - **Link:** <https://scarface00777.github.io/Scarface123/>
- ♦ **2D Top-Down Game** – Game Development using OOP (Solo Project, 2024)
 - **Role:** Programmer
 - **Description:** A 2D top-down game built with object-oriented programming principles, featuring character movement and enemy AI.
 - **Key Features:** Player control, AI-based enemies, level progression, and collision detection.
 - **Technologies:** Unity, C#
 - **Link:** <https://scarface00777.github.io/Scarface123/>

Work Experience

- ♦ **Retail Assistant** – JD Sports] (2022 – Present)
 - **Responsibilities:**
 - Provided excellent customer service, assisting customers in product selection, upselling, and increasing store sales.
 - Built strong relationships with customers, improving retention and repeat business.
 - Managed inventory and stock levels, ensuring a smooth sales process.
 - Worked collaboratively in a team environment to meet and exceed daily sales targets.
 - **Key Skills:**
 - Upselling and Product Knowledge
 - Teamwork and Collaboration
 - Time Management and Multitasking
 - Effective Communication

Hobbies & Interests

- **Football:** Actively participate in local football matches and enjoy team sports.
- **Video Games:** Playing multiplayer video games with friends, focusing on teamwork and strategy.

