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| summary | |
|  | An organised and resourceful third-year Games Technology undergraduate who excels in fast-paced environments. I’m an agile learner with experience in various game languages and game engines. |
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| education | |
|  | **2021 – Present (2025 Graduation) BSc (Hons) Games Technology, University of the West of England, Bristol**  This course, accredited by TIGA, has a large emphasis on practical projects which results in a solid foundation for various languages and game engines. This foundation is also amalgamated with the theoretical study of the game’s development process. Modules include: Game Engine Architecture, More Games in C++, Game Level Design, Gameplay Programing, and Play and Games.  Programing languages used include C++, C# and Python  Through my University course, I have improved upon several key skills necessary for game development. These include: teamwork, communication, analytic thinking and writing, time management to meet deadlines, and pitching and presenting game ideas.  **2019 –2021, A Levels, Sir Thomas Rich’s School - Oakleaves, Longlevens, Gloucester GL2 0LF**  Computer Science – B, Math’s- D, History - B  **2014– 2019, GCSEs, Sir Thomas Rich’s School - Oakleaves, Longlevens, Gloucester GL2 0LF**  Religious Studies – 7, Computer Science – 6, History – 8, Double Award Science - 7-7, Maths – 7, Design & Technology – 7, English Language – 5, English Literature – 6 |
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| technical skills | |
|  | **Languages:**   * **Python** – Proficient. Learnt in university - Have created a simple game using the PYASGE game engine. * **C++** - Incredibly proficient – Have created a variety of retro games throughout university and have used data types such as pointers. * **C#** - Incredibly proficient – Learn throughout GCSE, A-Level, and university. * **Lua** – Learnt during my Placement Year at Mobile Pie while creating Roblox Games * **HTML/CSS** – Learnt to make my portfolio website.   **Tools:**   * **Git, GitKraken including LFS (Large File Storage)** – Proficient – Learnt in university. * **Maya/Blender** – Good – Learnt in university. * **Unreal Engine –** Proficient – Learnt in my own time. * **Unity** - Proficient – Learnt in university and in my own time. * **Roblox Studio** – Proficient. Learnt during my Placement Year |
| non-technical skills | |
|  | * **Strong communication and listening skills** – Gained through my role as a Customer Servicer Assistant when dealing with customers. * **Patient** – Working in the hospitality sector while under pressure. * **Quick learner** – Able to learn new programming languages. * **Organizing and prioritizing skills** – Gained throughout my academic and work life. * **Motivated team player** – Working on group projects, particularly during my Placement year. * **Multitasking** - Gained while juggling between various projects during my Placement year. * **Strong report writing and analysis skills** – Demonstrated through reports and essays written in academic years.   **Languages:** Fluent in English and Urdu. |
| |  |  | | --- | --- | |  | | | work history | | |  | **Game Developer Intern**, 9/2023 to Ongoing **Mobile Pie**- First Floor, Lewins House, Bristol, BS1 2NN   * Worked with other developers and artists to ensure deadlines were met. * Wrote using Lua to code various game mechanics. * Worked on several Roblox live service games. * Used both client and server scripts and efficiently facilitated communication between the two. * Used Jira boards to keep track of tasks and solve bugs that appeared during playtesting. * Play-tested various games during my Placement year and provided feedback. * Planned out how features would be coded before implementing them. * Used Plugins such as Knit which streamlines the process of using Events to communicate between scripts.     **Retail Assistant,** 11/2020 to 1/2021 and 4/2021 to 9/2022  **ASDA–**Bruton Way, Gloucester, GL1 1DS   * Answered customer queries graciously and assisted customers with shopping. * Used equipment to quickly transfer stock from the warehouse to the storefront. * Cultivated a customer-focused shopping environment by greeting and responding to all customers in a friendly manner. * Cultivated successful relations with my colleagues by treating them with kindness and respect. * Worked with other colleagues to efficiently complete tasks promptly. * Responsible for helping to change the prices of items within the store with the aid of other colleagues. | |  | | | interests | | |  | I enjoy reading, podcasts, watching shows and of course playing games of all genres. | |  | | | references | | |  | Available upon request. | | |