

Taha Hussain

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WORK EXPERIENCE

Games programmer

Gamer2maker(Mentorship) [01/03/2022 – 30/01/2023]

Country: India

- learned to write clean code and where to use architecture and not overdo it
- worked on game design and programming in a team of 5 people and built a prototype

Freelancer

[01/2018 – 28/02/2023]

Country: Pakistan

Game Developer | January 2022 – Present

- Assisted in the development of mobile AR experiences for iOS and Android using the Unity Game engine.
- Collaborated with the international API team, and other developers to implement code logic.
- Used Git as the version control system.
- Self-learned to escalate skills and explore new technologies to keep me up-to-date on the most recent advancements.

Designer and Illustrator | January 2018 – Present

- Designed merch, Social media advertisements, logos, books, UI/UX, game art, and illustrations for clients from all around the globe.
- Maintained high-quality customer support, product quality, communication, and 100% satisfaction.
- Completed 100+ freelance projects and maintained a rating of 4.5+ stars.
- Illustrated 15+ books which are published on Amazon and other platforms with ratings of 4+ stars.
- Worked with Frito lays, and countless independent authors, entrepreneurs, and startups.

Digital games developer (internship)

AiriDev [24/05/2022 – 07/09/2022]

City: Islamabad

Country: Pakistan

- Developed 2 hypercasual Games
- Work on programming and UI tasks
- Tool: Unity, photoshop, Illustrator

Software developer (unity 3d)

TALEEM Cosultancy [10/2021 – 09/2022]

City: Lahore

Country: Pakistan

- Coordinated with managers and product owners to assist in the development of cross-platform mobile experiences for both iOS and Android
- Developed prototypes based on design concepts using programming languages such as C#, integrated assets, and 3rd party SDKs.
- Collaborated with artists, quality assurance, and other developers to maintain best practices in mobile app development.
- Git and Unity Collab for version controlling and collaboration.
- Worked on augmented reality, voice recognition, and game mechanics.

PROJECTS

ABSEE

- An AR prototype that gamifies the alphabet teaching process.

Functionality

- The kid scans the page with the Alphabet. For example, A and an apple and the letter A pops out with a voice teaching the pronunciation.
- The kid if he touches the letter again the voiceover plays again and then next there is a screen where the kid has to drag his finger on the screen to learn how to write the alphabet

Tools

- Unity, Vuforia, English Alphabet Tracking asset package

ALITA: Augmented Reality for Mobile System

- An AR-based AI partner Not only does basic daily tasks but also chats on different topics, learns about interests and hobbies from the user.

Modes

- AR Mode: user converse with AI Embodiment in AR
- Chat Mode: Text chat with AI

Basic Functionalities

- AR Gallery and Cinema, Conversation, app opening, playing music, Google Search, etc

Development Tools

- Unity3d, EasyAR, AIML, RTPro, and Salsa lipsynch

The Hunt For Olympus

- A game prototype where players have to maintain coordination between two characters to play the game
- Worked with a team of game designers and programmers
- Implemented the Cerberus level and enemies

Oh My Dice!

- A mini dice game prototype where you have to move dice in a grid and match their heads to win
- Made in unity with another developer

EDUCATION AND TRAINING

Master's in Data Science

Fau Nuremberg Erlangen [09/2022 – Current]

Address: Schloßplatz 4, 91054 Erlangen, Germany, 91054 Erlangen_nuremberg

Bachelors of Computer Science - CGPA 3.26/4

Government College University [2016 – 2020]

Address: Katchery Road, Lower Mall, Lahore, Punjab, Pakistan,

Certification in the course of "3D Art and Animation in Games" - Grade A+

Baabroz - The School of Art and Design [2019]

Address: Al-Qadir Heights, Garden Town, Lahore, Punjab, Pakistan,

HONOURS AND AWARDS

The Co-Curricular Certificate of merit by Vice Chancellor Government College University

Government College University Lahore [2020]

The Certificate for participation in First Cohort of Women Innovation Network

Chairperson, Punjab Commission On The Status Of women and WIN [2018]

VOLUNTEERING

President GCU_ACM Chapter

[Government College University Lahore, 08/2019 – 07/2020]

- Formed and lead a team of 100+ students
- Launched First of its Kind GCU ACM's Augmented Reality App.
- Devised strategy and increased the count of society members by 2X.

- Formed sub-hierarchy and organized in team training sessions
- Organized technical 5+ on-site and physical workshops lectures by inviting industry leads and Microsoft's most valuable professionals on various topics such as freelancing, web dev, recent technologies, etc
- Organized GCU's first Global AI Bootcamp by Microsoft's most valuable professionals.
- Started Covid-19 Awareness Campaigns and promoted the awareness and use of Telemedicine Platforms.

DIGITAL SKILLS

Soft Skills

Analytical skills / Team leading & team work / Communication skills / Motivated and ambitious / Problems solving and decision making / Critical-thinking

Technical Skills

Debugging / Integration / AR Foundation / Figma / C# / JSON / OOP / Augmented Reality Application Development (ARCore, Vuforia) / Git / Unity Engine / Playfab / Photon / JavaScript / Unity / Adobe Suite (Adobe Photoshop, Adobe Indesign, Adobe Illustrator) / Data Structures / Source Tree / Procreate / Autodesk Maya (Basic Knowledge)

LANGUAGE SKILLS

Other language(s):

English

LISTENING C2 **READING** C2 **WRITING** B2

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user