Taha Hussain

Date of birth: 16/01/1999 | **Phone number:** (+49) 01773287102 (Mobile) | **Email address:** tahahussain121b@gmail.com |

Website: https://tahahussain121.github.io/Portfolio/ | **LinkedIn:** https://www.linkedin.com/in/taha-h-1ba57a167/ |

Address: Grolandstraße 56, 90408 Nürnberg, 90408, Nürnberg, Germany (Home)

● WORK EXPERIENCE

01/03/2022 – 30/01/2023 India
GAMES PROGRAMMER GAMER2MAKER(MENTORSHIP)

- studying game development with other programmers, particularly programming
- generating new concepts, debating them, and assembling teams to implement them in games
- creating games alongside other designers, artists, and fellows
- Get evaluated by trainers and mentors, and participate in community building.

01/2018 – 28/02/2023 Pakistan
FREELANCER

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.

24/05/2022 – 07/09/2022 Islamabad, Pakistan
DIGITAL GAMES DEVELOPER (INTERNSHIP) AIRIDEV

- Develop hypercasual Games
- Work on programming and UI tasks
- Communicate progress to the manager
- tool: unity, photoshop, illustrator

10/2021 – 09/2022 Lahore, Pakistan
SOFTWARE DEVELOPER (UNITY 3D) TALEEM COSULTANCY

- 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.
- Developed games and apps while maintaining high communication standards.
- Participated in team activities by proposing new ideas and engaging in problem-solving activities to support teamwork.
- Worked on augmented reality, voice recognition, and game mechanics.

05/2019 – 10/2021 Doha, Qatar
GRAPHIC DESIGNER (REMOTE/ PART-TIME) MAXAM BUSINESS SOLUTIONS

- Worked with multiple hotel chains, restaurants, e-commerce businesses, and tech clients.

- Designed advertisement concepts for both print and digital media, including catalogs, menus, merchandise, packaging, and business cards, using Adobe Creative Suite.
- Managed and worked on multiple projects simultaneously while ensuring timely deliveries of quality products.
- Worked on layout and UI/Ux designs of E-Commerce and non-commerce websites and mobile apps using Figma and Adobe XD.

EDUCATION AND TRAINING

09/2022 – CURRENT Erlangen_nuremberg
MASTER'S IN DATA SCIENCE Fau Nuremberg Erlangen

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

2016 – 2020
BACHELORS OF COMPUTER SCIENCE - CGPA 3.26/4 Government College University

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

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 │ Git │ Playfab │ Photon │ JavaScript │ Unity │ Adobe Suite (Adobe Photoshop, Adobe Indesign, Adobe Illustrator) │ Data Structures │ Source Tree │ Procreate │ Autodesk Maya (Basic Knwoledge)

LANGUAGE SKILLS

Mother tongue(s): **PANJABI; PUNJABI**

Other language(s): **URDU - NATIONAL LANGUAGE**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C1	C1	B2

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

ADDITIONAL INFORMATION

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

Covid19 Analysis And Prediction

- Analyzed and visualized Data set
- Trend comparison to Italy and other countries
- Exploring the worldwide data
- Forecast the world covid19 cases using Prophet

VOLUNTEERING

Rovers' Club, IEEE, and Youth Empowerment Society
Graphic designer
- Designed both print and digital advertising campaigns for YOLO fest 19 which doubled the count of audience

08/2019 – 07/2020 Government College University Lahore
President GCU_ACM Chapter
- Formed and lead a team of 100+ students
- 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.

08/2018 – 07/2019 Government College University Lahore
General Secretary GCU_ACM Chapter
- Ensured smooth execution of workshop and events
- Launched First of its Kind GCU ACM's Augmented Reality App.
- Responsible for communication between the upper and ower hierarchy of the team.
- Trained and led designers in All Pakistan Tech and Artfest 19.

HONOURS AND AWARDS

2020
The Co-Curricular Certificate of merit by Vice Chancellor Government College University – Government College University Lahore

2018
The Certificate of appreciation for contribution in APTRONIX TECH 18 as Graphics designer – APTRONIX TECH 18

2018
The Certificate for participation in First Cohort of Women Innovation Network – Chairperson, Punjab Commission On The Status Of women and WIN

HOBBIES AND INTERESTS

Games, Metaverse, NFT, AR/VR, AI/ML/NLP , multiplayer, Blockchain, Crypto, Digital Arts, Photography