

Abdul Wahab, Game Developer

Lahore, Pakistan, 03174102576, wahab8761.aw@gmail.com

PROFILE

Dynamic Associate Game Developer with over a year of experience in creating immersive gaming experiences through expert-level game development and intuitive UI design. Proficient in backend integration, data handling, and crafting engaging gameplay mechanics. Demonstrated ability to implement advanced AI systems and manage smooth animation techniques, ensuring high-quality user experiences. Committed to leveraging technical skills in Python, Java, and C# to drive innovation and enhance gameplay. Ready to contribute to the next generation of captivating games.

EMPLOYMENT HISTORY

Jan 2025 — Present	Associate Game Developer, Cubic Solutions inc. ~ Build epic games with tailored UI and smooth gameplay. ~ Power-ups include backend integration, data handling, and bug slaying	Lahore
Jul 2024 — Nov 2024	Game developer, Askari Technologies Full game development with UI customization and API integration. Backend system management and data handling.	Remote
Dec 2023 — Feb 2024	Godot Game Engine, PixelPerfect Games Chess & Checkers Master <ul style="list-style-type: none"><li>Implemented advanced AI systems</li><li>Crafted polished GUI designs</li><li>Mastered smooth animation techniques</li></ul>	Remote

EDUCATION

May 2022 — Present	Bachelor of Science in Computer Sciences, COMSATS <ul style="list-style-type: none"><li>COMSATS University, Lahore, Pakistan</li><li>May 2022 - June 2026 (Expected Graduation Date)</li></ul>	Lahore
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SKILLS

Game Development	C#
Python	Unity 3D
Java	

PROJECTS

- Horror Hospital
- Time Platformers
- Eagle AR
- Chess AI
- AR Visiting Card
- Food Ar Menu
- Break the Silence (WEB-GL)