Muhammad Hassaan

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Technical Skills

Game Development   Unity Game Engine, Gameplay Programming, Game AI Programming

Programming Languages   C++, C#, Python

Experience

- **The Game Diversion Studio (May 2020 to Oct 2020)**
  I worked as a Junior Unity Game Developer. I was responsible for developing mobile games. I worked on 5 projects covering First Person Shooter, Open World and Simulation genres.

Projects

Zombie Hospital
A First Person Zombie Shooter made in Unity.
Zombie Hospital contains implementation of many different weapons including pistol, rifle, minigun, grenade, smoke grenade. Zombie AI has ability to detect, chase and damage player.
(Available at google play store)

Untitled Parkour Game
The game is currently under developed and being developed by me and my friend. The core idea is like any runner game but with parkour mechanics. Player can vault, flip, slide or climb based on different obstacles.
(Under Development)

Education

University of Sargodha

BS Candidate/Software Engineering (Final Year)

Others

Linked in Profile : www.linkedin.com/in/invinciblepro

Github Profile : https://github.com/Anonymous-Pro-Crypto

Play Console Profiles :

https://play.google.com/store/search?q=pub%3AGameXperts&c=apps
https://play.google.com/store/search?q=pub%3AGameXperts&c=apps