

M.Abdullah Sultan

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EXPERIENCE

Big Immersive, Lahore — Junior Unreal Developer

Sep 2021 - present

Gamepad integration to UI.

Scalable UI coded in C++.

Inventory system with search.

UI Manager for easy and efficient use of Widgets C++.

APIs integration C++.

Customization module for environment customization C++.

Snapping component to snap objects C++.

Confluence documentation.

Plastic SCM version control system.

Narsun Studios, Lahore — Intern

July 2020 - Aug 2020

Developed an interesting language learning game for kids.

PROJECTS

HullsOfDeception — Game

AmongUS clones I made during my internship at BIM.

Zombie Apocalypse — Game

Zombie Apocalypse is my Final Year Project. It is a 3rd person zombie shooter game made using Unreal Engine 4 with Blueprints and C++.

OS from scratch — OS

A very simple OS written in C and NASM assembly that boots properly.

Tic Tac Toe — Game

An intelligent AI-controlled game made using C++.

2048 — Game

2048 is a console game made using C++.

EDUCATION

Namal Institute, Mianwali — BSCS

2017 - 2021

SKILLS

Game Development, OOP, Data Structures, Android Development

Tools & Frameworks

Unreal Engine 4, Visual Studio, Android Studio, VersionControl, Postman

Programming Languages

C, C++, Java,

X86 Assembly,

HTML 5, CSS 3

Profiles

[LinkedIn](#)

[GitHub](#)

[Portfolio](#)

Languages

Urdu - *Fluent*

English - *Intermediate*

Interests

Music, Movies, Games, Military, Fitness activities