

M.Abdullah Sultan

+923230043804
abdullahsultan448@gmail.com

EXPERIENCE

Big Immersive, Lahore — Junior Unreal Developer

Sep 2021 - present

Currently working as jr UE developer at Big Immersive..

Narsun Studios, Lahore — Intern

July 2020 - Aug 2020

Unreal Engine game developer intern.

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,
BootStrap, VersionControl

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