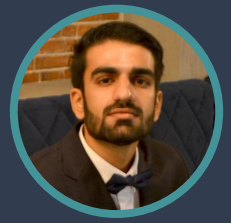


Mian Ajwad Imran

Technical Artist/Tools Programmer

I love making games/tools!



✉ ajwadimran7@gmail.com

📍 Rawalpindi, Pakistan

🐦 twitter.com/ajwad_imran

📷 instagram.com/ajwad_imran

📞 +923435397276

🌐 linkedin.com/in/ajwadimran7

🐙 github.com/ajwadimran7

WORK EXPERIENCE

Technical Artist/Tools Programmer Quixel

08/2018 - Present Islamabad, Pakistan

At Quixel I work with different teams like the Megascans pipeline, Quixel Mixer, and Quixel Bridge.

Responsibilities

- Develop tools for artists and game designers.
- Automate production pipelines.
- Improve product integrations and existing production pipelines.
- Developed an image processor from ground up.
- Develop and maintain Quixel Bridge plugins.

Contact: Zunaira Elahi - zunaira@epicgames.quixel.com

UE4 C++ Engineer (Remote) Dragonsan Studios

10/2020 - Present Islamabad, Pakistan

I am working on converting the unity plugin to unreal plugin while also improving the architecture of the current plugin.

Responsibilities

- Build Atavism plugin for Unreal Engine.
- Manage the plugin architecture.
- Develop plugin UI.

Gameplay Engineer (Remote) Giant Fox Studios

06/2016 - 11/2016 Islamabad, Pakistan

I was responsible for building game mechanics and optimizing existing games for mobiles.

Responsibilities

- Optimized games to hit the target fps on mobile devices.
- Design and Develop gameplay systems/Mechanics.
- Design and Develop game AI and NPC behavior.

EDUCATION

BS in Software Engineering COMSATS University, Islamabad

09/2014 - 06/2018 Islamabad, Pakistan.

SKILLS

C++ C# Python Java JS Node.js

React MEL Maxscript Unreal Engine

Unity3D OpenCV Gameplay Programming

Game AI Plugin development

PERSONAL PROJECTS

The Mystical Land (06/2019 - 05/2018)

- Action RPG Game
- Based on medieval warfare
- Developed using UE4 with C++ and Blueprints

ACHIEVEMENTS

Best final year project (09/2017 - 05/2018)

The action RPG game that we developed went on to win the Best final year project award at the open house of Computer Science department.

LANGUAGES

English
Full Professional Proficiency

Urdu
Full Professional Proficiency

French
Elementary Proficiency

INTERESTS

Racing Video Games Fitness Videography

Cars Automation