

Ali Arif

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ABOUT ME

I'm a BSCS graduate with a strong background in IT, web development, and creating clear technical documentation. I'm great at working with teams, solving problems, and handling challenges in fast-paced environments. I'm eager to use my skills to develop innovative and tech-driven solutions in different industries.

SKILLS

- .NET Development
 - Web Development
 - HTML/CSS
 - Unity (C#)
 - Blender
 - UI Design (Photoshop, Adobe XD)Design
 - Unity Environment Design
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PROFESSIONAL EXPERIENCE

.NET Developer, Self-Initiative

Jan 2025 - Present

- Designing and developing web applications using the .NET framework.
- Developing scalable and secure solutions with C#.

UNITY GAME DEVELOPER, Mindstorm Studios

June 2024 - Aug 2024

Unity Environment Design

- Created core game features, including storylines, role-play mechanics, and character personas.
- Documented formal game designs using mock-up screenshots, sample menu layouts, and gameplay flowcharts.
- Devised missions and challenges to be encountered in gameplay.
- Created gameplay prototypes for presentation to creative and technical staff and management.
- Utilized particle systems to create dynamic effects such as explosions, fire, and smoke in Unity games.

WEB DEVELOPER, Superior

Front-end developer

- Built and maintained web applications using HTML, CSS.
- Specialized in front-end development and UX design.

MOBILE APPLICATION DEVELOPER, Superior

UI Design

- Developed mobile app UI/UX using Adobe XD and Photoshop.
 - Focused on front-end functionality and design enhancements.
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EDUCATION & CERTIFICATIONS

MATRIC IN BIOLOGY

The Learning School & Collage.

Intermediate (FSc. Pre-Engineering)

Government degree college.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Superior University Gold Campus Lahore.

EXTRACURRICULAR ACTIVITIES

- Game Development and Designing
- Art and Anime Enthusiast
- Soccer and Badminton Player
- Cooking Enthusiast