Anas Iqbal

Game Programmer

I'm a passionate game programmer with **4+** years of professional game industry experience.

anasiqbal@outlook.com ✉

+92-341-5188021 📱

https://anasiqbal.github.io 🌐

https://linkedin.com/in/anasiqbal55 in

Islamabad, Pakistan 📍
(Willing to relocate)

SKILLS + TECHNICAL EXPERIENCE

- Game programming (gameplay, camera, AI, UI, animation, optimization)
- Proficient in Unity 3D, c#
- Familiarity with C++, Objective-C, Python, Unreal Engine, Shader Scripting, HTML, CSS, Javascript
- Experienced with Git/ SVN and games for iOS, Android and WebGL.

WORK EXPERIENCE

Software Engineer

Binex Solutions (Pvt.) Ltd. ↗

June 2014 – Present   *Islamabad, Pakistan*

- Programmed and shipped over a dozen apps and games (and still counting)
- Design and Implement UI, animations, camera systems and core gameplay mechanics solving mathematical and physics-based problems.
- Optimize games (2D/ 3D) and UI using profiling tools. *(Optimized a game UI to achieve at least 10% performance improvements and at least a 60% improvement on low end devices.)*
- Design and Implement game systems/ frameworks for faster app/ game development. *(Wrote a Menu System which is used in every Unity3D based project the team works on.)*
- Integrate 3rd party plugins *(e.g. analytics, crash reporting, social feature, ads etc.)*
- Communicate with designers for asset creation.

EDUCATION

BS. Computer Science

National University of Computer and Emerging Sciences

2010 – 2014   *Islamabad, Pakistan*

PROJECTS

For a look at my projects please visit my portfolio at ***https://anasiqbal.github.io.***