

ANAS IQBAL

Gameplay Programmer

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I am a **gameplay programmer** experienced in **mobile development** using **Unity3D** and **C#**
<https://anasiqbal.github.io/>

skills

- Unity 3D, Git SCM
- Native iOS development
- Proficient in C#
- Experience with C++, Obj-C & Swift
- Great problem solving & debugging skills
- Self-motivated, eager to learn and adaptable
- Good grasp of OOP and design patterns

work history

Software Engineer (Gameplay)

Binex Solutions (Pvt) Ltd.

June 2014 – Current

Islamabad, Pakistan

- Program complete apps and games. (including gameplay, UI, animations, backend data sync).
- Developed robust code components to be used across multiple projects.
- Integrate 3rd party plugins (e.g. in-apps, game centre, social features, ads, analytics, crash reporting).
- Use profiling tools to improving application performance.
- Communicate with designers for assets development.
- Develop prototypes for game concepts or for researching technical problems.

education

Bachelor of Science Computer Science

National University of Computer and Emerging Sciences

2010 – 2014

Islamabad, Pakistan

recent projects

For complete list of all my projects please visit my portfolio at <https://anasiqbal.github.io/> .

myViMove (Health App)

- App Store: itunes.apple.com/us/app/id1207820809

Color Quest Mania (Casual Game)

- App Store: itunes.apple.com/app/id1045453171

A Circles Adventure (Casual Game)

- App Store: itunes.apple.com/app/id992769295

ECO Runner 3D (3D Game)

- App Store: itunes.apple.com/app/id1099165416