ANAS IQBAL

Game Programmer
anasiqbal.github.io

SKILLS

- Unity 3D (scripting, GUI, iOS, animations, WebGL, basic shader scripting)
- Adobe Photoshop
- iOS development
- Git SCM

EDUCATION

BS Computer Science
NUCES – FAST
2010 – 2014

CONNECT

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   I-8/1, Islamabad, Pakistan
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   linkedin/anasiqbal55
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   +92-341-5188021
Portfolio:
   anasiqbal.github.io

PROFILE

I am an experienced software development engineer with focus on game development. Over the course of my career I have seen projects from concept to launch (with over half a dozen shipped titles) and have good understanding of complete software development life cycle.

WORK EXPERIENCE

Game Programmer @ Binex Solutions (Pvt) Ltd.
June 2014 – Current   (≈ 2.5 years)
- Project estimation
- Prototyping and concept development
- Application development (Prototyping, Gameplay, UI, Plugin integration, Content integration, Store release)
- Designing and implementing robust code components to be used in multiple projects

PROFESSIONAL PROJECTS

For complete list of all the projects I have worked on please visit my portfolio at **anasiqbal.github.io**.

- A Circles Adventure
  - itunes.apple.com/app/id992769295
- Color Quest Mania
  - itunes.apple.com/app/id1045453171
- ECO Runner 3D
  - itunes.apple.com/app/id1099165416
- What's Changed?
  - itunes.apple.com/app/id943362434
  - play.google.com/store/apps/details?id=com.readablenglish.WhatsChanged
- RE Dictionary – Read It, Speak It, Know It
  - itunes.apple.com/app/id919855900
  - play.google.com/store/apps/details?id=com.readablenglish.dictionary