




Anas Iqbal


Game Programmer


I'm a passionate game programmer with **4+** years of professional game industry experience. Although, mainly focused towards gameplay programming, I also have had experience working on other aspects of game development.

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<https://anasiqbal.github.io> 

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


Islamabad, Pakistan 
(Willing to relocate)

SKILLS + TECHNICAL EXPERIENCE

- Game programming (gameplay, AI, UI, animation)
- C#, C++, Objective-C, Unity 3D, Visual Studio
- Familiarity with Unreal Engine, MonoGame Engine, Shader Programming, Unreal Blueprints
- Comfortable working with Git/ SVN and in any agile environment.

WORK EXPERIENCE

Software Engineer

Binex Solutions (Pvt.) Ltd. 

06/2014 – Present

Islamabad, Pakistan

I have programmed and shipped around a dozen apps and games for iOS and Android (and still counting). At this small studio I have worked on variety of game elements including *gameplay, UI, animations, shader programming, particle effects, optimizations*.

- Program games ground up implementing core gameplay mechanics solving mathematical and physics-based problems, UI, animations and camera systems.
- 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**).
- Develop robust game systems/ tools to be used across multiple projects. (**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>.