

# Anas Iqbal

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## PROFESSIONAL PROFILE

- Gameplay Programmer with around 4 years of experience developing games and apps for mobile platforms.
- Great problem-solving skills and adept at learning new tools and technologies.
- Possess comprehensive knowledge of Unity3D, C# with decent knowledge of C++, obj-c, Git.
- Good command on OOP and design patterns principles.

## PROFESSIONAL EXPERIENCE

### **Binex Solutions (Pvt.) Ltd., Islamabad, Pakistan**

#### **Software Engineer, June 2014 – present**

- Program complete apps and games. (including gameplay, UI, animations, backend sync)
- Optimize projects using profiling tools.
- Develop robust code components to be used across multiple projects.
- Integrate 3<sup>rd</sup> party plugins (e.g. analytics, crash reporting, game center, social features, in-apps, ads).
- Communicate with designer for asset development.
- Develop prototypes for game and for researching technical problems.

## EDUCATION

### **National University of Computer and Emerging Sciences, Islamabad, Pakistan**

#### **Bachelor of Science in Computer Science, 2010 - 2014**

- Summer internship for the university as a Web Developer

## ADDITIONAL SKILLS

- Proficient in Unity3D and C#
- Experience creating games for iOS, Android and Facebook Web-GL
- Experienced in C++, obj-c
- Great problem solving and debugging skills
- Self-motivated, eager to learn and adept
- Bilingual Urdu and English