MUHAMMAD HASAN SIDDIQUI

SOFTWARE ENGINEER | GAME DEVELOPER

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Flat no.1, Plot no.13c, Street no.10, Badar Commercial, Defence, Phase V, Karachi.

PROFESSIONAL SUMMARY

Ambitious and detail-oriented Software Engineering student specializing in game development, particularly with Unity. Proficient in designing engaging and functional game mechanics and UI/UX interfaces. Adept at collaborating in team environments, learning quickly, and applying knowledge to real-world projects. Passionate about leveraging technical expertise to create innovative gaming solutions.

EDUCATION

Sindh Madressatul Islam University
Bachelor of Software Engineering (Final Year) | CGPA: 3.1

DHA SKBZ College
Intermediate – Faculty of Science (Computer Science) | Grade: A1

North Hampton School
Matriculation – Science Group | Grade: B

EXPERIENCE

Summer Intern

MLabs | 07-06-2024 To 12-08-2024
- Assisted in the development of interactive applications, gaining practical experience in software design and coding best practices.
- Collaborated with team members to troubleshoot issues and optimize performance in real-time systems.
- Gained hands-on experience with Unity and contributed to internal project development.

SKILLS

- **Game Development**: Unity (2D & 3D), C#
- **Programming:** Java, Python
- **Software Design:** UI/UX Design, Wireframing
- **Other Tools**: MS Office, Jenkins Pipeline (Beginner)

CERTIFICATIONS

- Python Workshop
- M-Labs Summer Program 2024
- Supervising PRISM'24

KEY COMPETENCIES

- Strong foundation in operating systems, computer networks, and information security.
- Efficient in creating engaging and user-centric game interfaces.
- Passionate about learning and implementing the latest game development trends.

EXTRACURRICULAR ACTIVITIES

- Active participant in university coding and game development competitions.
- Supervised event management during PRISM'24, a science society event.