



Syed Suleman Shah

Gameplay Programmer

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Address

Suit no 0007 Block 5 Gulistan-e-Johar Karachi

Education

2019-2022

BS Software Engineer

University of Sindh Jamshoro

Skills

Technologies

- Unity, Blender
- ASP.NET, Spring Boot
- MongoDB, MySQL, PostgreSQL
- JavaFX, RMI, Java Processing
- VR Development
- Docker

Programming Languages

C#, Java, Python, JavaScript, C++, Kotlin

Tools

- VSCode
- JetBrains IDEs
- WinSCP, PuTTY
- Shell scripting for automation

Objective

Passionate game developer and software engineer with a strong focus on creating platforms that enhance education and self-esteem. Seeking a role that leverages my extensive experience in game development, VR, and backend programming to contribute to innovative and impactful projects.

Experience

Freelance Developer

2021- Present

- **House Security Simulator:** Developed a JavaFX-based simulator to manage room temperatures, window operations, and intruder tracking.
- **JavaFX Assignments:** Completed numerous small tasks and online tutoring, earning 60 positive feedbacks on Fiverr and achieving a Level 2 account. and closed in October 2023 (Palestine).
- **Game Development:** Created games like Tic-Tac-Toe, Break Bricks with Ball, card games, and Bomberman using Java Processing.
- **Office Internship (August 2021):** Worked on a soccer game project, focusing on goalkeeper movements, team selection, and resource optimization.

Final Year Project (2022)

University of Sindh

- **COP (Chor or Police):** Developed using Unity, Blender, and ASP.NET REST API. Achieved first position for the project.

VR Developer

December 2022 - October 2023

- **Trading App (December 2022):** Developed a demo trading app in VR.
- **Escape Room Game (February 2023):** Created a VR game where players solve puzzles to escape a room.
- **Gun Machine Game (March 2023):** Developed a VR game featuring shooting mechanics from a plane.
- **Hospital Demo App (March 2023):** Designed a VR app for hospital training.
- **Detective Game (April to July 2023):** Created a detective game with multiple levels, including a zombie level, published on SideQuest.
- **Presentation Rehearsal App (June to September 2023):** Developed a VR application for practicing presentation skills.

Android Game Development

2023-2024

Battlefog Chess Game: Developed a chess game using the Stockfish engine and custom AI, allowing players to create their own army configurations.

JungleVerse: Created a PC-based taxi simulation game.

Battle Royal Android App: Developed a demo Battle Royal game for Android.

○ Backend Developer

2024

- Orbaic App: Developed a mining app with REST API using Spring Boot, published on Play Store.
- Altdeer App: Created a similar mining app with Spring Boot REST API and MongoDB.

○ Additional Projects

- 7 Wonders Card Game (December 2021): Developed using RMI for the server side and JavaFX for the client side.
- SA-MP Server (2017): Developed an SA-MP server with a mini mission game using C++.

○ Career Goals

My goal is to leverage my game development and software engineering skills to create impactful platforms that enhance education and self-esteem. I aim to develop applications and games that not only entertain but also help users gain knowledge and improve themselves. By combining my technical expertise and creative vision, I strive to make a meaningful difference in the field of software development and game design.

○ Role Sought

Gameplay Programmer

Seeking a role as a Gameplay Programmer where I can leverage my extensive experience in developing engaging and interactive game experiences, focusing on game mechanics, character animations, and network programming to create high-quality, immersive games.

→ Thanks ←