



# DURR-E-NAJAF

GAME DEVELOPER

## PROFILE INFO

### INTERNSHIP

Completed 2 months of Internship from M\_Labs  
(8-Jun-2024 to 12-Aug-2024)

**Project Link Sparrow's Escape:**

<https://www.youtube.com/watch?v=0VH9sIBP6XU&t=38s>

Passionate Unity Game Developer seeking  
internship opportunities in game  
development to leverage skills in Unity, C#  
programming, and game design while  
contributing to innovative projects.

Completed Software Engineering from  
Virtual University of Pakistan, with a focus  
on Game Designing and Development at  
NEDUET.

### EDUCATIONAL

- Completed Bachelor of Science in Software  
Engineering Virtual University of Pakistan  
- Diploma: - Diploma in Game Designing  
and Development from NEDUET  
Currently Joining the boot camp of Gaming  
and Animation at SSUET.

## PROJECTS

### AR Space Shooting Game

- Developed immersive AR game using Vuforia SDK.
- Implemented AR image targeting and captivating UI.

### Skyfighter Thrust: 2D.3D Game

- Designed and developed dynamic skyfighter game with thrusting mechanics.
- Implemented advanced game mechanics and effects.

### Survival Game: FPS Game

- Created FPS survival game with AI-driven NPCs.
- Utilized chase range, navmesh agent, raycasting, and rigidbody.

### Treasure Game

- Collaborated on level design with focus on immersion.
- Implemented post-processing effects, scripted interactions, and environmental sounds.

## SKILLS

Unity



C++



C#



## CONTACT

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