**RESEARCH ON PORTFOLIOS AND EXTRA INFORMATION ON MY PROJECTS**

**Links to use**

<https://github.com/awaist7860>

<https://awaist7860.github.io/Awais-Test-Site/>

Experience

Portfolio

Wreck-It Games

This is my side business, that I have where I build games for android/iOS and PC, hopefully one day console as well. My team consists of 5 people, Me, Hamzah Tasleem, Mohsin, Zafeer Khan and Ali Shomail. We are indie developers and we love to make games. We will hopefully in the future expand more and one day make AAA games.

Trackland

Trackland is an arcade racing game that is made for android and PC. It was built using the [Unity](https://unity.com/) game engine and the 3d models where made in [Blender](https://www.blender.org/) a 3d modelling software, and the textures where made using [Photoshop](https://www.adobe.com/uk/products/photoshop.html?gclid=CjwKCAiA58fvBRAzEiwAQW-hzRY497Q4hgejjxUXasHQMkm4Lj0MbUE2ihhmXUxsVktoOiPi8-IuCRoCNwoQAvD_BwE&sdid=88X75SKR&mv=search&ef_id=CjwKCAiA58fvBRAzEiwAQW-hzRY497Q4hgejjxUXasHQMkm4Lj0MbUE2ihhmXUxsVktoOiPi8-IuCRoCNwoQAvD_BwE:G:s&s_kwcid=AL!3085!3!273769956438!e!!g!!photoshop) and [PowerPoint](https://products.office.com/en-gb/powerpoint).

OFTR

This app is fundraising app that we built to help us get some capital for the development of our next game which is Called Project Zombo.

Block-Runner

This was a small project the me and Hamzah did in about 1 or 2 days. This was a challenge that we just did to see if we could. It was a fun experience that we had.

Technologies used

Unity image under fair use

Blender image under fair use

Photoshop image under fair use

PowerPoint image under fair use

FMOD image under fair use

Audacity image under fair use

Visual Studio image under fair use

C#.NET Language with the unity library image under fair use