

Muhammad Burhan Ahmad

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PROFILE

As a passionate game developer, I am excited to use my hard work, attention to detail, and strong organizational skills to contribute to the success of my team. I am motivated to learn about the intricacies of AI algorithms and their application in game development, with the aim of advancing and excelling in the gaming industry. Creating video games is my true passion, and I am committed to crafting immersive environments with similar gameplay mechanics.

EDUCATION

Comsats University Islamabad, Pakistan	BSc Computer Science	2017-2021
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TECH SKILLS & PROJECTS

Skills: Unity 3D, C#, Trello, Slack, Source Control, Doxygen

Artificial Intelligence: Computer Vision, Image Processing, Pattern recognition, Machine learning, Image Labelling, Testing, Creating Datasets

Soft-Skills: Leadership, Team-management, Collaborative, Cooperative, Analytical thinking, Team Player

PROFESSIONAL EXPERIENCE

Game Ever Studio Pvt. Ltd Dubai, UAE	Unity Game Developer	May 2022 – Present
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- **Five Ocean 2D** **Jun 2022 – Jul 2022**
 - Implemented mechanics and physics-based Submarine
 - I developed an AI manager that spawns and assigns random enemies with unique patrol routes in water, and increases their abilities over time, including accuracy in detecting the player. The enemies shoot the player if detected nearby
 - Implemented a Radar System which was responsible for detecting enemies with each clockwise rotation of its sweep
 - An AI system was built to help players locate hidden enemies in a game. The system displays an indicator pointing towards the enemy's direction when they are not visible on the camera view. The indicator deactivates when the enemy becomes visible to the player
- **FPS Game** **Aug 2022 – October 2022**
 - Implemented a First-Person character and its character controller
 - Implemented simple Enemy AI which follows player and attacks the player once the player is within their attack range
 - Overall UI implementation and UI animation
- **FPS Sci-fi Game** **October 2022 – December 2022**
 - Worked with different particle effects (VFX), sound effects and shader programming for creating the effects for environment and weapons (muzzle and bullet impact)
 - Worked on death animation of the player using Cine-machine virtual camera
 - Optimized the game by reducing the size of sounds and sprites
 - Implementation of both manual and automatic shooting

- Implemented crosshair system where player can choose a dynamic crosshair of their choice from settings
- Created scalable Achievement system using scriptable objects

• **Sniper 3D FPS Game** **December 2022 – December 2022**

- Implemented Upgrade system for the attachments of the sniper rifles
- Target shooting level, where player can practice their aim and accuracy

Viral Mobi Tech Pvt. Ltd Islamabad, Pakistan **Game Developer** **Jan 2022 – April 2022**

- **Draw Bridge 2D**
 - Implemented mechanics and physics-based vehicle
 - Implemented line renderer to draw a path with colliders and physics

Spartans Global Pvt. Ltd Islamabad, Pakistan **Game Dev Trainee** **Dec 2020 – Dec 2021**

• **Santa Pin-pull 2D - SGPL Games** **Dec 2020 - Feb 2021**

- Implemented Addressable for optimization of memory for 120 levels
- Diversified the purchasable and rewarded gifts in the Shop by implementing JSON

• **Rush To Crush - SGPL Games** **Unity Game Developer** **Feb 2021- July 2021**

- Implemented a bike based on mechanics and physics
- Implemented 2D ragdoll physics
- Setup architecture to shift to scriptable objects
- Created shared biker rig, for custom animation

• **Fashion Makeover - SGPL Games** **Unity Game Developer** **July 2021- Dec 2021**

- Designed and implemented architecture using scriptable objects
- Optimized addressable implementation for scalable item database
- Collaborated and guided Art and Design teams to ensure the best visuals and performance
- Created all core game mechanics

Potato Knights Pvt. Ltd Islamabad, Pakistan **Intern (Game Dev)** **Jan 2020 – April 2020**

EXTRA-CURRICULAR ACTIVITIES & AWARDS

Awards:

- **Fast University (Nuces):**
 - Nascon-18 participated in Dota2, Nascon-18 participated in FIFA, Nascon-17 participated in Tekken-7 - **Fast University**
- **University of Engineering and Technology:**
 - Tech-salvo 18 winner for Dota2 – UET
- Comes-18 runner up for Call of duty 4 – **Comsats University Islamabad**

Hobbies: Gaming, Football, Sketching, Reading, Swimming, Running