Muhammad Burhan Ahmad

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PROFILE

Enthusiastic Game Developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Motivated to learn how complex AI algorithms can be used in game development, grow and excel in the Gaming Industry. It is my passion to develop video games and I grind for cinematic environment designs with similar mechanics.

EDUCATION

Comsats University Islamabad, Pakistan	**BSc Computer Science**	**2017-2021**

TECH SKILLS & PROJECTS

Skills: Unity 3D, C#, Scripting, Trello, Doxygen, GitHub Desktop

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

Soft-Skills: Leadership, Team-management, Collaborative

The Blight, Third Person Shooter/Horror – Final Year Project   **Dec 2019 - Jan 2020**

- Streamlined Artificial Intelligence for enemy bots and patrolling
- Cine machine for cinematic and storyline scenes
- Binary saving system to save the game progress
- Post processing to achieve high end graphics
- Weapon Recoil and utility pickups to enhance character's survivability
- State Machine for character and enemy states

PROFESSIONAL EXPERIENCE

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
  - Embraced Ferr2d to design 50 Levels

Spartans Global Pvt. Ltd Islamabad, Pakistan   Game Dev Trainee   Aug 2021 – Jan 2022

- **Santa Pin-pull 2D - SGPL Games**   **Aug 2021 - Nov 2021**
  - Managed the version 5 update of Santa Pin-pull
  - Implemented Addressable for optimization of memory for 120 levels
  - Diversified the purchasable and rewarded gifts in the Shop by implementing JSON
  - Implemented a new UI for the whole game
- **Rush To Crush - SGPL Games**   **Nov 2021- Jan 2022**
  - Implemented a bike based on mechanics and physics
  - Learned Ferr2d tool to create terrains, Level Designing

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

- **Tiny Paws 2D**
    - A web-based game developed using java script
    - Achieved the Level design and development of 20 levels

EXTRA-CURRICULAR ACTIVITIES & AWARDS

Game Jams:

- **2 Dudes 2D**   **April 2021**
    - A puzzle game with top-down tile map in which the 2 players can be controlled to move and reach the other side
    - Players have to reach the end with the help of one another by passing destroyable bridges and platforms
    - Different switches that move elevators/ or platforms when one player is standing on it

Awards:

- Nascon-18 participated in Dota2 - Fast University
- Nascon-17 participated in Tekken-7 - Fast University
- Nascon-18 participated in FIFA – Fast University
- Tech-salvo 18 winner for Dota2 – UET
- Comecs-18 runner up for Call of duty 4 – Comsats University Islamabad

Community meetups:

- Attended a One-day workshop on soft skills and Personality Development in Comsats University Islamabad
- Attended a One-day workshop on Linked-In in Comsats University Islamabad
- Attended a One-day workshop on C# programming skills in Comsats University Islamabad

Hobbies: Gaming, Football, Sketching