Muhammad Burhan Ahmad

Dubai, UAE
E: muhdburh@gmail.com **M:** +971521566568
www.linkedin.com/in/burhan066
https://burhanahmad02.github.io/

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, Cooperative, Critical Thinking, Team Player

Digital OPD ATM – Final Year Project   Dec 2019 - Jan 2020

- Designed a single-board microcontroller using Arduino for the connection of sensors (Temperature, ECG, Heartbeat) with processor
- Used Host name and Auth key of our firebase project for the connection of firebase with Arduino, this helped in uploading the medical readings of patient to firebase
- Developed website using php on Laravel framework and the front-end of this website was developed using Bootsrap4, html and ccs
- Enabled the email option for both the patient and doctor using the mailable class
- Created a connection between Laravel project and firebase using Auth key and address of the firebase database
- All the data was being stored in a single database in MySQL
- Developed a mobile application using MIT app inventor

PROFESSIONAL EXPERIENCE

Game Ever Studio Pvt. Ltd Dubai, UAE   Unity Game Developer   May 2022 – Present

- **Five Ocean 2D**   **Jun 2022 – Jul 2022**
  - Implemented mechanics and physics-based Submarine
  - Implemented AI manager that was responsible for spawning random enemies, allotted them random patrol inside the water, shooting if the player was detected nearby, and getting stronger (increase in health, damage and speed), accuracy of player detection
  - Implemented a Radar System which was responsible for detecting enemies with each clockwise rotation of its sweep
  - Built AI system for player to indicate enemies if they were not visible in the camera view the indicator would indicate in the direction of enemy if the player was unable to see them and would get deactivated if the enemy was in vision of 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
  - Animation and Implementation of UI
  - 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

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   April 2021 – Jan 2022

- **Santa Pin-pull 2D - SGPL Games**   **April 2021 - Jul 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
- **Rush To Crush - SGPL Games**   **Unity Game Developer   Jul 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

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

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
- 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
- Attended Dev-slam and several other tech-talks about optimizing code and writing clean code

Hobbies: Gaming, Football, Sketching, Reading, Swimming