

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
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TECH SKILLS & PROJECTS

Skills: Unity 3D, C#, Scripting

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

PROFESSIONAL EXPERIENCE

Potato Knights Pvt. Ltd Islamabad, Pakistan	Internship (Game Dev)	June 2020 – Sept 2020
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- **Tiny Paws 2D**
 - A web based game developed using java script
 - Level design and development of 20 levels

Spartans Global Pvt. Ltd Islamabad, Pakistan	Game Dev Trainee	Sept 2021 – Jan 2022
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- **Santa Pin-pull 2D - SGPL Games** **Oct 2021 - Nov 2021**
 - Worked alone on the version 5 update of Santa Pin-pull
 - Implemented Addressable for optimization of memory for 120 levels
 - Used JSON to manipulate the purchasable and rewarded gifts in the Shop
 - Implemented a new UI for the whole game
- **RushToCrush - SGPL Games** **Dec 2021- Jan 2022**
 - Implemented a bike based on mechanics and physics
 - Learned Ferr2d tool to create terrains, Level Designing

Viral Mobitech Pvt. Ltd Islamabad, Pakistan

Game Developer

Jan 2022 – March 2022

- **Draw Bridge 2D**
 - Implemented mechanics and physics based vehicle
 - Implemented line renderer to draw a path with colliders and physics
 - Used Ferr2d to design 50 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