



Saad Qureshi

GAME DEV, PROGRAMMER,
DESIGNER

✉ saadqureshi.dev@gmail.com

 [LinkedIn](#)

 [GitHub](#)

 [Website](#)

 [Itch.io](#)

Skills

AI Tools: GPT-4o / GPT-5, Claude, Cursor, Perplexity, Hugging Face, MidJourney, Stable Diffusion

Game Engines & Tools: Unity (C#), Unreal Engine (Blueprints), Visual Studio, VS Code, Android Studio, Blender

Programming Languages: C#, C++, Python, Java, JavaScript, Kotlin, HTML/CSS

Technologies & Frameworks: React, Node.js, Angular, jQuery, Bootstrap, Junit

Databases: MySQL, NoSQL

Version Control: Git, GitHub

Portfolio

<https://demon202.github.io/cv/>

EDUCATION

York University
BSc. Computer science

SUMMARY

Independent game developer with experience creating original titles in Unity and Unreal Engine. Skilled in gameplay programming, systems design, and performance optimization, with a strong focus on player experience. Published multiple solo and team-based projects across PC and mobile platforms. Seeking a full-time role where creativity and technical craft intersect.

Experience

Willowisp - Game Developer (2023–2025)

Engine: Unreal 5 (Blueprints)

- Developed an endless runner game with procedural level generation and difficulty scaling.
- Implemented player movement, camera behavior, state machines, and UI.
- Optimized for Android devices to maintain performance.
- Published on Itch.io for public feedback.

Sunken Disorder - Game Engineer

Engine: Unity (C#)

- Created a bullet hell game with dynamic enemy pattern repetition.
- Designed player controls and shooting mechanics.
- Built health and scoring systems.
- Used Unity's particle system for explosion and power-up effects.

Number Masquerade - Game Programmer

Engine: Unity (C#)

- Led the creation of a 2D educational puzzle game.
- Worked closely with artists to align visuals with mechanics.
- Implemented random number generation and user input handling.
- Conducted rigorous edge-case testing to ensure stability.

Blachthornprod Game Jam - Game Designer/ Contestant

- Co-developed a proof-of-concept pixel game in a team setting.
- Directed design strategy and long-term vision.
- Programmed sprite-based dialogue systems and speed-scaling gameplay mechanics.

VOLUNTEER EXPERIENCE

Peace by Peace

Teacher Training Graduate and Instructor.

- Selected for leadership training and teaching roles.
- Promoted relationship-building and problem-solving among youth.

International Open Film Festival (I.O.F.F.)

Volunteer Participant and Semi-Finalist

- Participated and placed as a semi-finalist in the Short Film (Student) category.

LUMUN XI - Lahore University of Management Sciences

- Represented the Arctic Council in Model UN debates.
- Drafted resolutions and practiced diplomacy, public speaking, and critical thinking.