

# Musa Ali

## Software Engineer

To succeed in an environment of growth and excellence and earn a job which provide me job satisfaction and self development and help me achieve personal as well as organizational goals and to enter an impeccable relationship with an organization of repute which can utilize the inherent talent of the incumbent to the maximum and to work on a challenging and dynamic project with good amount of freedom and corresponding work responsibility.

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## Get in touch!

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### GitHub:

<https://github.com/staqchaniMusa/VR-Store>

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society Lahore

## Languages Spoken

- **English**
- **Urdu, Punjabi**

## Strengths

- Ability to work in a team with diverse backgrounds.
- Sound Knowledge of the Legal terms and Policies.
- Effective Communication Skills.
- Good Convincing and Negotiating Skills.
- Self-belief and dedication towards work.

## Work Experience

### AlgoCoder Pvt Ltd.

#### Lead Game Developer | Oct 2021 - Present

- At **AlgoCoder** my responsibility is to guide & create immersive gameplay experiences in a timely manner and of a consistent high quality standard.
  - Assign the development of programming elements to teams.
  - Develop best practices for game development to ensure codes are bug free and comply with security specifications.
  - Develop budgets, production plans and milestones for specific elements in the game.
  - Drive enhancements to engine modules to ensure optimal performance of game across target hardware platforms.
- Monitor testing and troubleshooting in final stages of software development before going live.

### Heyday Studio

#### Sr. Unity Developer | Oct 2020- Oct 2021

- Developed and maintained mobile game apps with Unity 3D engine. Programmed and executed UI, menus and functionalities. Implemented game features and suggested workflow and game features.
- Conducted detailed research of new techniques and frameworks for continuous improvements with the support of project management skills.
- Used **JIRA** and **Zoho** for task management.
- Monitored and integrated game system plug-in.
- Ads integration in Android & iOS based games developed in unity

### Vie Apps Studio

#### Software Developer | Dec 2019 - Oct 2020

- **Vie Apps** was a full-service Creative Studio.
- I worked on many **FPS & Simulation** projects.
- Developed dozens of Games using Unity while using C# as backend programming language.
- Worked on action games while using my analytical skills and logic by implementing robust and optimized techniques.

### Capital Virtuals

#### Software Developer | May 2018 - Nov 2019

- Coded using advanced computer science languages and both 2D and 3D graphics.
- Coordinated code with other programmers for educational games for toddler and preschool age audience.
- Write code for use in gaming software in a variety of genres for domestic and foreign markets.

## Academic History

### International Islamic University Islamabad BS in Software Engineering

- Area of interest was in Unity Technologies
- Few courses I have studied during the span of a year are C#, Unity, Javascript and Android Studio

### Karakoram International University Board INTERMEDIATE (HSSC), PRE-ENGINEERING

- Participated in the cause of climate change
- Have a keen interest in current affairs and tech reviews
- An active member of WHO's clean drive.

### Govt: High School Sukamidan MATRIC (SSC), SCIENCE

- Took part in the sports and extracurricular activities
- Member of the scout team

## Skills

- In-depth knowledge of **C#**, **C++**, **Unity**, and **Javascript**.
- **Git**, **GitHub** and Bit Bucket.
- Webgl, **WEBXR**, **Zoho**, Monday, **Asana**, and Trello
- API's Testing with **Postman**.
- Multiplayer using **Socket**, **Photon** & **Mirror**.
- **Metaverse** Development.
- **VR/AR** Development.
- Custom **Mediations**.
- **Rest API's**.
- **NFT's & Blockchain**  
Integration
- **3D & 2D Game Development**.
- **Version Control** using **PlasticSCM**