

## ABOUT MYSELF

Passionate and results-driven Software Engineer with a strong background in game development and a growing focus in AI, Machine Learning, and Data Science. Adept at creating full-stack applications, deploying to production, and integrating powerful backend systems with sleek frontends. Motivated to solve real-world problems through code and data.

## WORK EXPERIENCE

☒ **GOOGLE - PAKISTAN**

**SOFTWARE ENGINEER - 2013-12-12 - 2015-12-12**

- Developed custom multiplayer and single-player games using Unity and C#
- Integrated Firebase, Photon, and Game Center for cross-platform support
- Delivered over 30 projects with 5-star client reviews

## EDUCATION AND TRAINING

2021-12-12 - 2025-12-12 | Islamabad

**SOFTWARE ENGINEERING CUST**

Completed major projects including Unity games, Blockchain voting app, and ML-driven applications  
**Final Grade:** 3.22/4.0

2003-12-12 - 2005-12-12 | Azad Jammu & Kashmir

**ICS Dawn College**

Completed major projects including Unity games, Blockchain voting app, and ML-driven applications  
**Final Grade:** 1100/100

## LANGUAGE SKILLS

Mother Tongue(s): **URDU**  
Other Language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken prod.	Spoken inter.	
ENGLISH	C1	C1	C1	C2	B2

## ● COMMUNICATION AND INTERPERSONAL SKILLS

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### Soft Skills

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- Problem-solving
- Client Communication
- Team Leadership
- Presentation
- Collaboration

## ● PROGRAMMING SKILLS

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### Languages

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- Python
- C#
- JavaScript
- HTML
- CSS
- SQL
- Unity
- Flask
- Firebase
- Pandas
- NumPy
- Git

### Projects

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- Developed a web-based CV Generator using Python, Flask, and FPDF. Deployed on VPS with Apache and Unicorn.
- Created "WarShip Online", a Unity multiplayer sci-fi strategy game using Photon Engine and Firebase.

**Link:** <https://github.com/engrhaseebsagheer>

**Link:** <https://haseebsagheer.com/>