Mobeen Ahmed Faheem

Game Developer

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0323 8999 060

Lahore, Pakistan

Experienced in game development. With expertise in Unity Engine, I deliver immersive gaming experiences. Engaged in game design exploration, level design and board game development. Fueling dedication to creating exceptional gaming experience.

EDUCATION

Bachelors in Software Engineering
Comsats University Isl, Lahore

09/2020 - 06/2024   *CGPA 2.8*

Intermediate
Forman Christian College

09/2018 - 07/2020

WORK EXPERIENCE

Core Developer
Techwrap Entertainment

08/2023 - 05/2024   *Lahore*
UAE based

Achievements/Tasks

- Build top down perspective unlimited level based helix jump game.
- Developed an top down and slight isometric Hillside Haven game.
- Developed a multi scene arcade game using URP pipeline with data hosted on firebase using unity engine.
- Developed clever randomness, precise collision detection and mechanics in tetris game.
- Build a 3D isometric perspective zig zag game with enhanced visual experience.

Developer
Mindstorms

06/2023 - 08/2023   *Lahore*

Achievements/Tasks

- Executed the basics of games in unity.
- Practiced the popular game color switch, an endless runner like temple run and car simulator.
- Developed a 2D Top down perspective memory game.
- Developed a 2D Top down perspective, 2 player pong game.
- Developed a 3D isometric perspective game with visual appealing environment.

Event Management and Scheduling
IEEE RAS

08/2022 - 02/2024   *RAS Chapter CUI Lahore*

Achievements/Tasks

- Conducted events with detailed planning, efficient time management and clear communication.
- Got skilled in using trello as a tool for managing and recording my daily tasks.

SKILLS

Unity · C# · MySql · Figma · Business Development Analysis · Leadership · Multitasking · Communication · Time Management · Problem Solving · Project Management

PERSONAL PROJECTS

Color Switch
- pong ball proceeds from the line if it is passed from the same color of ball and line.

Car Parking
- a unique hyper casual car parking game where players draw paths for car to follow, ensuring they reach their parking spots without colliding with other vehicles.

Hillside Haven Game
- isometric perspective android game, integrates resource management and puzzle solving techniques with integration of 2 mini games in essence Mystic Match and Fluid Fusion

Mystic Match
- align three or more adjacent sprites, include limited moves or time with 4 types of bombs that helps to complete specific objective.

Mario Game
- intricate level design, engaging enemy AI, and clever technical tricks to create a timeless classic.

Tetris
- clever randomness, precise collision detection and mechanics.

FPS shooter
- Developed a FPS shooter using terrains and navigational AI of unity engine. Integrated the game design of portal 2.

CERTIFICATES

Volunteer Educator, LUMS
Completed 20 hours of voluntary work in 3 days in 2023.

Aziz Jehan Begum Trust
Got appreciation letter from Aziz Jehan Begum Trust for the blind for collecting and donating handsome amount to the children

Advisor, IEEE RAS
Served as Senior Oracle in IEEE RAS

Altaf Mahmood Foundation
Fundraised and collaborated with 50 people to organize charity event of more than 250000 for Altaf Mahmood Foundation

INTERESTS

Game Design · Sports · Sufi Music · Script Writing · Gaming