+92 3369799722

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Islamabad, Pakistan

https://iamshams.github.io/Portfolio/

KEY SKILLS

HTML5 & CSS

JavaScript

Unity 3D

C# for game development

Bootstrap Framework

Blender/3D Modeling & Animation

Photoshop/CorelDraw

Certification & Courses

IT SOLUTION

JUN 2010-OCT 2020

- Microsoft Office Specialist **(MOS)**
- Graphics Designing

Shams Ur Rehman

Web & Unity Developer

CAREER OBJECTIVE

Passionate about Front end web & Unity3D coding/Development with the ability to write highly readable, reusable, efficient code and to work to a deadline. Confident, articulate, and professional speaking abilities. In-depth knowledge of Unity software and best practices of scripting, animation, session management textures and building games from scratch.

Work EXPERIENCE

Unity Developer
Funtash Technologies / SEP 2020 – Present

- Experience developing standalone game tools for Game Development.
- Visual Studio scripting game codes, materials/textures and Unity GUI.
- Pipeline, AR workflow and AR Core SDK Unity development.
- 3D and 2D environments both UI and Gaming elements.
- User Interface Design, Animation design and Game Design/Deployment.
- Experience with IOS and Android mobile platforms game development.
- Worked on new and existing projects game functionalities
- Excellent attention to detail, smart and pragmatic solutions.

Front-End Web Developer
Ezline Software house Pvt Ltd / MAY 2020 – AUG 2020

- Business and E-Commerce websites using JavaScript, HTML5/CSS and Bootstrap framework.
- Implemented enhancements that improved web functionality and responsiveness.
- Responsive for all devices. Used Bootstrap and React.

Front-End Web Development Intern
TECH & TECH / Rawalpindi / JUL 2018 – SEP 2018

- Supporting development, maintaining, and updating web portals as well as websites.
- Assisting in deployment and development of websites.
- Writing codes for web based solutions.
- Developing documentation of user manuals.
- Selecting techniques and methods for creating solutions using different tools of programming languages.

English

Urdu

- Travelling/Adventure.
- Reading/Writing.
- Football Sports.
- Endurance Exercise.
- Cooking.
- Sketching.
- Graphics Designing.
- Swimming.

EDUCATION

PRESTON UNIVERSITY ISLAMABAD

Bachelor's in Computer Science / 2016-2020

Semester Projects:

- E-commerce Website (Group-Based)
- Network Model using CISCO Packet Tracer 7.1
- Computer Coded-Graphics Designing in GLUT libraries.
- Garment Management System using java (Group based raw project)

Final Year Project: JAN 2020-MAY 2020

The Escape Game

- Multi map Infinite runner video game developed in Unity 3d Engine for iOS & Android platform.
- Designed and animated game's characters and environment in blender and UI graphics in Adobe Photoshop.
- C# for game coding/scripting. OpenGL, DirectX, and 3D Math.

PROGRESSIVE MODEL COLLEGE

Pre-Engineering / 2013-2015