M. Hamza Ali Ferozi

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Objective

- Passionate towards learning anything related to computer sciences.
- Curious to find out what will be the end of Information Age.
- Pursuing the dream to work for Electronic Arts.

Education

BS(CS) | 2016-2020 | SINDH MADRESA-TUL-ISLAM UNIVERSITY

· Current CGPA: 2.995

H.SC | 2016 | P.E.C.H.S EDUCATION FOUNDATION GOVT SCIENCE COLLEGE

· Major: Pre-Engineering
· Grade: B

S.SC | 2014 | THE CITY GRAMMER SCHOOL

· Major: Science
· Grade: A+

Soft Skills

MICROSOFT OFFICE SPECIALIST

· Microsoft Office certified in Word, Excel, PowerPoint and Access.

.NET FRAMEWORK

· Intermediate skills in C# and Unity.

GRAPHICS LIBRARY AND C++

· Beginner in GL libraries and in C++.

WEB DEVELOPMENT

· Intermediate knowledge of HTML, CSS, Bootstraps and other CMSs.

DATABASE MANAGEMENT

· Beginner skills in SQL and JavaScript.

ASSEMBLY LANGUAGE

· Good know how in assemble language.

NETWORKING AND SWITCHES

· Newbie.

DATA SCIENCES AND MACHINE LEARNING

· Python, Prolog learner and good concepts about Machine learning and Deep learning.

Technical Skills

HARDWARE LITERATE

· Knows very well about operating system and the hardware working behind it.

PROBLEM SOLVING SKILLS

· Good in logical reasoning and brainstorming.

PROJECT MANAGEMENT

· Possess good skills in task management, project planning, and time management.

TECHNICAL WRITING

· Intermediate skills in drafting, report writing, requirement gathering and research.

GRAPHICAL TOOLS

· Adobe Photoshop, Illustrator and Blender (Animating, Rigging, Modelling).

SOUND ENGINEERING TOOL

· Audacity.

Semester Projects

2ND SEMESTER – OOP

· Unit Converter and calculator using C-Sharp.

3RD SEMESTER – DATABASE MANAGEMENT SYSTEM

· We developed Airport Management System using C# and SQL language.

4TH SEMESTER – SOFTWARE ENGINEERING

· We developed Timetable Management System using Microsoft Access.

4TH SEMESTER – WEB ENGINEERING

· Portfolio using HTML, CSS and bootstrap.

5TH SEMESTER – NETWORKING

· Dynamic Routing Model for a Hotel.

5TH SEMESTER – ECOMMERCE

· WordPress Website.

7TH SEMESTER – ANDROID DEVELOPMENT

· App for disabled person.

FYP PROJECT – UNITY GAME

· Developed a story-based game for PC which was controlled by Android Device.

Experience

THE GAMESTORM STUDIOS (PVT) LTD – KARACHI

· INTERN (FEB 2020 – May 2020)

As an Intern my duties and responsibilities there includes.

1. Ads Integration.
2. Firebase Implementation.
3. UI Placement.
4. Upgraded Projects from UNITY 5 to 2018 and 2019.

· GAME DEVELOPER (GENERALIST) (May 2020 - July 31, 2021)

As a Game Developer my duties were.

1. Collaboration with team members.
2. Finding and implementing new gameplay Ideas.
3. Implemented Vehicle Physics, Player Controllers usually third person.
4. Making Cutscene using CineMachine Component.
5. In APP Purchasing functionalities.
6. Implemented NPC and enemy AI functionalities.

Portfolio

S.No	Project	Duration	Implementations	Link
1.	CRAZY MONSTER TRUCK STUNT GAMES: RAMP CAR GAMES	1 Month	· Implemented Car physics using RCC package. · Implemented Cine-Machine.	Download!
2.	MEGA RAMP CAR STUNTS: CRAZY CAR RACING GAME	1 Month	· Implemented Car physics using RCC package. · Implemented Cine-Machine.	Download!

3.	CITY MAFIA CRIME SIMULATOR - GANGSTER GAMES 2021	1 Month	· Implemented First Person controls using Opsive Package and car physics using EVP. · Implemented enemy AI. · Story Based game with 10 level.	Download!
4.	POLICE ROBOT BIKE STUNT: MEGA RAMP BIKE GAME 2021	1 Month	· Implemented Bike Physics and other stunts mechanisms using unity built in physics component. · Stunt game with more than 30 levels.	Download!
5.	POLICE DOG ATTACK PRISON BREAK	1 Month	· Implemented Dog controller to allow the user played as dog. · Created barking, attacking, sniffing, running and jumping functionality.	Download!
6.	MODERN BUS ROBOT TRANSFORM BIKE ROBOT GAMES	1 Month	· Used Standard Assets for this game completely. · Implemented functionality of a transformer.	Download!