Muhammad Zain Jahangir

Unity 3D Game Developer

Gahanna, OH - Email me on Indeed: indeed.com/r/Muhammad-Zain-Jahangir/a7a0baf92a771d23

Game Developer with 5 years of developing games and simulations for iOS and Android along with multiple consoles like PS4, XBox One and PC.
Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Unity Game Developer

React Games   -   Midvale, UT - February 2016 to Present

Worked on 2 AAA Games for pretty much all the major platforms like iOS, Android, XBox One, PS4 and Steam. Also did a couple of prototypes and POCs for Oculus Gear/VR, Microsoft HoloLense and general AR using Vuforia.

Unity Game Developer

Mobnack Studios   -   Columbus, OH - October 2014 to February 2016

Responsibilities
I develop 2D puzzle games and supervised some game developers and help them develope game logic in Unity.

Accomplishments
I have developed 2 games for Android. Done the graphics and sounds for the game myself.

Skills Used
Programmed in C# and Java Script. Used photoshop and Sound mixer tools.

Software Engineer

InvoCode Pvt. Ltd - October 2013 to October 2014

Developed and deployed more than 15 mobile games on both IOS & ANDROID.
• Developed plug-ins for IOS and ANDROID for image sharing via email and saving image to gallery.
• Played a vital role in changing the developer's tool from Cocos2dx to Unity of the entire team.
• Taught Unity and mentored game development in team.
• Played many roles in the team at times required like testing the game, game designing, developing logic of game play, managing team activity and organizing events for team.

Associate Software Engineer

FiveRivers Technologies - October 2012 to January 2013

My main task is to develop cross platform games using COCOS2DX.
• Part of the team that developed Retro Run which is now deployed on android.
• Helped the company by organizing workshops to get a better intake of employees.

EDUCATION

Bachelor's in Computer Science

University of Central Punjab   -   Lahore
2007 to 2012

SKILLS

2D & 3D Game Development using Unity. (Android, iOS) (5 years), Game development for consoles like PS4, XBox One and Steam (3 years), Scrum (5 years), JIRA (5 years), Git (5 years), 3D to 2D conversion (1 year), Documentation (5 years), Microsoft HoloLense (1 year), Oculus (3 years)

LINKS

https://youtu.be/_UfG6N8LiLk