Junaid Haque

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Summary

Game Developer with 3+ years of experience in AI-driven gameplay, game design, and performance optimization. Proficient in C++ and skilled in rapid prototyping, debugging, and enhancing player immersion. Strong work ethic, motivated, and adept at collaborating to refine features and improve game performance.

Skills

- **Programming Languages:** C#, C, C++, Java, Python, JavaScript.
- **Game Development:** Unreal Engine, Unity (Certified), Gameplay Systems, AI Systems, Game Design, Rapid Prototyping, Performance Optimization.
- **Software Development:** Object-Oriented Programming, Design Patterns, Version Control (Git, PlasticSCM), Automated Testing, Debugging.
- **Other Skills:** Problem-Solving, Collaboration, Leadership, Interpersonal Skills, Communication, Attention to Detail, Creativity, Ability to Work Independently.

Experience

Game Developer

Carnegie Learning | St. John's, Canada | May 2022-Jan 2025

- Developed and optimized robust gameplay mechanics and AI-driven systems in Unity and C++, enhancing interactive player experiences for more than 5.5 million users.
- Implemented gameplay features and rapid prototypes, iterating based on team and user feedback to enhance player engagement.
- Improved game performance by 25% through multi-threaded solutions, memory management, and asset optimization, ensuring a seamless experience across platforms.
- Optimized and debugged AI and animation systems, resolving complex interactions that increased user satisfaction by 15%.
- Integrated and refined animation trees, ensuring smooth character movement and combat mechanics.
- Spearheaded testing protocols, reducing post-launch issues by 20% and ensuring high-quality releases.
- Mentored junior developers, fostering skills in AI, gameplay, and engine optimization.

Game Development Intern

Carnegie Learning | St. John's, Canada | Jan 2021-Apr 2022

- Assisted in the development of core gameplay mechanics, including AI behavior and interactive elements.
- Debugged AI and animation interactions, improving game stability and responsiveness.
- Prototyped two game mechanics that were successfully integrated into the final game.
- Conducted performance analysis and implemented optimizations to enhance rendering and frame rate stability.
- Collaborated with cross-functional teams to ensure seamless gameplay and immersive environments.

Education

Bachelor of Science (BS): Computer Science

Memorial University of Newfoundland | St. John's, Newfoundland | Sep 2017 - Apr 2022