

# Junaid Haque

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## Summary

Software developer with 3+ years of experience in AI-driven game development, mathematical modeling, and performance optimization. Skilled in algorithms, statistical analysis, and crafting innovative, immersive gaming experiences through creative problem-solving.

## Skills

- **Programming Languages:** C#, C, C++, Java, Python.
- **Game Development:** Unity (certified), Unreal, Gameplay Systems, Performance Optimization, AI Systems.
- **Software Development:** Object-Oriented Programming, Design Patterns, Version Control (Git, PlasticSCM), Automated Testing, Debugging.
- **Platforms:** Windows, Unix, Linux.
- **Other Skills:** Problem-Solving, Collaboration, Leadership, Communication, Attention to Detail, Ability to work independently.

## Experience

### Game Developer

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

- Implemented and optimized advanced gaming algorithms, enhancing interactive player experiences for more than 5.5 million users.
- Developed 30+ gamified math models, assisted by a strong math and physics background to improve engagement and customer retention.
- Applied mathematical modeling and statistical analysis to refine game mechanics and improve engagement by 35%.
- Collaborated closely with designers, artists, and animators to create seamless character movement and combat mechanics, leveraging animation trees for fluid and realistic animations.
- Ensured compliance with gaming regulations by performing rigorous system testing.
- Spearheaded testing protocols to reduce post-launch issues by 20%, ensuring high-quality, bug-free releases.
- Shared technical expertise by providing mentorship to 3 junior developers, fostering a culture of learning and innovation within the team.

### Full Stack Developer

Digital Hive Solutions | Calgary, AB, Canada | Jan 2024 - Dec 2024

- Designed and developed custom websites and web applications for local businesses, utilizing React, JavaScript, and Python, boosting client sales by an average of 12%.
- Collaborated with UI/UX designers and marketing teams to optimize SEO strategies, increasing website traffic by 20%.
- Led client consultations to gather requirements, create design mockups, and ensure project satisfaction through continuous feedback.

### Game Development Intern

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

- Debugged complex AI and animation interactions, resolving key issues and improving user satisfaction by 15%.
- Built functional prototypes, with two designs integrated into the final game.
- Analyzed performance metrics and implemented optimizations to ensure smooth gameplay.
- Assisted in team training activities, enhancing engineering best practices and deepening knowledge of multi-threaded engine development.

## Education

### Bachelor of Science (BS): Computer Science

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