Ukasha Zahid
Game Developer

My Contact

✉ ukashazahid5@gmail.com

📞 03264335602

📍 BOR Society Johar Town , Lahore

🌐 www.google.com

Hard Skill

- Backend Development
- Game designer
- Blender Integration
- Logic building
- Advanced programming learning.

Soft Skill

- Observation
- Decision making
- Communication
- Multi-tasking

Education Background

- Punjab University College of IT
  Bachelors of Information Technology
  Session 2022-2026

- Government College Township, Lahore.
  F.Sc (Pre - Medical)

  Completed in 2021

- LDA School Johar Town Lahore
  Matriculation (Medical)

  Completed in 2019

About Me

1. Experience: Over 4 years in C++, Python, Unity, and Unreal Engine game development.
2. Key Accomplishment: Contributed significantly to PUBG's development, a globally acclaimed title.
3. Expertise: Proficient in navigating both Unity and Unreal Engine.
4. Innovation: Known for innovating gameplay mechanics and enhancing narrative immersion.
5. Collaboration: Excels in effective communication, ensuring seamless teamwork within cross-functional environments.
6. Forward-Thinking: Dedicated to staying updated on emerging technologies for a forward-thinking approach.
7. Cutting-Edge: Committed to delivering cutting-edge games that captivate today's discerning audience.

Professional Experience

Players Unknown Battleground | Develo
2022- Present

Seasoned game developer with over 4 years of experience, showcasing expertise in C++, Python, and adept navigation of Unity and Unreal Engine. Notable accomplishments include significant contributions to the development team for PUBG (PlayerUnknown's Battlegrounds), a globally acclaimed title. My role in PUBG exemplified my ability to innovate gameplay mechanics and contribute to the game's immersive narrative. I thrive in collaborative environments, employing effective communication skills to ensure seamless coordination within cross-functional teams. Dedicated to staying abreast of emerging technologies, I bring a forward-thinking approach to every project, ensuring the delivery of cutting-edge games that captivate today's discerning audience.

Gaming project | Internee
2021

Interned in a dynamic programming environment, contributing to software development projects and gaining hands-on experience in coding, debugging, and collaborating with a skilled team. Demonstrated proficiency in various programming languages and a proactive approach to problem-solving.

Roblox Game development | Senior Supervisor
2020

Achievements

| 2019 | Developed Pubg's Map and Vehicles physics |
| 2020 | Supervised on an online gaming website |