

Syed Muhammad Mateen

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3 Years Experienced Game Developer with a strong foundation in software engineering (B.S. in Computer Science). Accomplished at developing engaging mobile games and managing end-to-end aspects of game development. Thrives in a dynamic environment that calls for exceptional adaptability, flexibility, and effective collaboration and teamwork with and within teams.

WORK EXPERIENCE

03/2022 – current	Software Engineer	Game District	Lahore, Pakistan
<ul style="list-style-type: none">Proficiently developed 5+ engaging mobile games, encompassing both 2D and 3D gaming experiences.Managed end-to-end aspects of mobile game development, including game design, mechanics, architecture, and gameplay programming.Implemented Ads services for effective monetization strategies.Integrated comprehensive game analytics and data monitoring systems for data driven updates and enhancements.Conducted thorough testing and behavior analysis, iteratively refining gameplay based on results and player engagement.Developed versatile tools for streamlined level setup and automated configuration tasks, reducing setup time by 85% to 100%. This optimization effectively allocated development resources for other priorities. <ul style="list-style-type: none">Notable projects: Crazy Police, Take Me Home, Lip Craft, Hungry Crocodile, Lip Art 3D, Lion Simulator.			
08/2021 – 03/2022	Game Developer	Raven Interactive	Lahore, Pakistan
<ul style="list-style-type: none">Developed "Hyper Bike Car Making," a hyper-casual mobile game.Created "Derby Clash Madness" offering three gameplay modes: TDM, Capture the Flag, and Free for All.Earned coins and gems by winning modes to purchase and upgrade cars and weapons.			
07/2021 – 10/2021	Game Developer Apprenticeship	MindStorm Studios	Lahore, Pakistan
<ul style="list-style-type: none">Collaborated with a team to create a hyper-casual game where the player cuts trees obstructing their path and utilizes them to construct bridges for crossing hurdles.			

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| 01/2022 – 01/2022 | Game Programmer | <i>Epiphany (Game Jam)</i> | Islamabad, Pakistan |
| <ul style="list-style-type: none">▪ Collaborated with an international team to develop a hyper-casual puzzle game where players solve puzzles within a time limit by connecting food pipes to deliver food to customers. | | | |

RELEVANT SKILLS

- **Technical:** Game development, Game optimization, C/C#/C++, 2D/3D Unity, Game Design, 2D/3D Game Physics, Unity DOTS (beginner level), Game Monetization, Game Testing, Game Analytics, Firebase, Microsoft Office, Integration
- **Professional/Social:** Teamwork, Project- Management, Communication, Leadership, Problem solving, Attention to detail
- **Languages:** Urdu (Native), Punjabi, English (Fluent)

EDUCATION

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| 2017 - 2021 | <i>Bachelor of Science in Computer Science</i> | FAST-NU - Faisalabad, Pakistan |
| 2015 - 2017 | <i>FSC Pre-Engineering</i> | Punjab College - Faisalabad, Pakistan |