

Syed Muhammad Mateen

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Experienced and resourceful Software Engineer with a Bachelor's degree in Computer Science. Accomplished at developing engaging mobile games and managing end-to-end aspects of game development. Thrives working 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

- Proficiently developed 5+ engaging mobile games, encompassing both 2.5D 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.
- Notable projects: [Take Me Home](#), [Make Ice Cream](#), [Lip Craft](#), [Crazy Police](#), [Hungry Crocodile](#), [Cat Life](#), [Lion Simulator](#).

08/2021 – 03/2022 *Game Developer* Raven Interactive Lahore, Pakistan

- 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

- 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.

01/2022 – 01/2022 Game Programmer *Epiphany (Game Jam)* Islamabad, Pakistan

- 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

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