

# Syed Muhammad Mateen

Faisalabad, Pakistan • Tel: + (92) 304 0115619 • Email: [thesyedmateen@gmail.com](mailto:thesyedmateen@gmail.com)

• LinkedIn: [linkedin.com/in/thesyedmateen](https://www.linkedin.com/in/thesyedmateen) • Portfolio: [mateenn.github.io/](https://mateenn.github.io/)

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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

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**03/2022 – current    Software Engineer                      Game District                      Lahore, Pakistan**

- ✦ 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.
  - ✦ Worked on a diverse range of games, including casual, puzzle, and simulation genres, demonstrating versatility and adaptability in game development.
  - ✦ 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 a custom editor tool for level designers and producers, automating full-level creation and improving game production speed by 70%.
  - ✦ 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.
- ✦ Notable projects: [Crazy Police](#), [Take Me Home](#), [Lip Craft](#), [Hungry Crocodile](#), [Lip Art 3D](#), [Single Line Puzzle](#).

**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

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- **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, Casual, Hyper-Casual, Puzzle, Simulation
- **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                      *Bachelor of Science in Computer Science                      FAST-NU - Faisalabad, Pakistan***

**2015 - 2017                      *FSC Pre-Engineering                      Punjab College - Faisalabad, Pakistan***