

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

- ✦ 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.

- ✦ 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

- ✦ 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 *Bachelor of Science in Computer Science FAST-NU - Faisalabad, Pakistan*

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