

MUHAMMAD MOIZ UL HAQ

Address: H.NO.4/6 ST.NO.2 QATTRA-E-REHMAT ROAD SANDA KALAN LAHORE.

Contact No: +92-324-405-4144

Email: moizulhaq914@gmail.com

D.O.B: 08/08/1997

Nationality: Pakistani

Education

- **2015-2019 – Superior University, Lahore, Pakistan**
B.S. in Software Engineering
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Employment History

OCT 2019 – SEP 2020	Desktop Application development: I have been doing an internship at Services Hospital Lahore in department of software. Where I was ordered to design and deploy a store management system for their stores and pharmacy system for emergency.
DEC 2020 – TODATE	I am working as Unreal Engine Developer at OZ Sports Lahore Office.

Skills / Strength

- **Programming languages:** C#, C++, HTML/CSS, PHP, Java.
 - **Software:** MS Office, MS Power Point, Adobe Photoshop, Adobe Illustrator, Unreal Engine 4, Blender
 - **Database Systems:** SQL Server, Oracle SQL
 - **OS:** Windows, Linux
 - **Professional:** Self-motivated, Creative Thinker, Passionate, Curious, Adaptive, Stress Handler
 - **Development environments:** Visual Studio, Oracle JDeveloper Studio, Oracle APEX
 - **Other relevant skills:** GIT, IBM Rational Rose
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Experience/Responsibilities

- **Internship**
An Internship program at Service Hospital Lahore as a Computer Programmer.
 - **Game Developer**
I am working as Unreal Engine Developer at **OZ Sports** Lahore Office.
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Personal Projects

- **Sales Purchase System:**
We designed a database system over oracle database system in which, the issues and transaction occurs at the same time, that also having a different interface for each User.
- **School System:**
It's a web-based application where schools can post result and attendance also grading. HTML/CSS frontend and PHP/SQL for backend.

- **Terror Cry:**

This is an **Action Shooter Game** which is being designed on unreal engine 4. In this we have some objects (Intelligence) to get to the extraction point. [Here](#) you can find the documentation.

Languages

- Urdu
 - English
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Hobbies and Interests

- Running
 - Cooking
 - Photography
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GitHub Account Name: <https://github.com/mmoizulhaq>

LinkedIn: <https://www.linkedin.com/in/m-moiz-ul-haq/>