

Mohsin Khan

DoB: Oct. 26, 1991; Married; Hong Kong Permanent Resident

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Objective

I aim to work on challenging tasks in a favorable work environment where I can effectively utilize my knowledge, skills, and experience in game programming.

Skills

Programming Languages

- C, C++, C#, Objective C, Java
- PHP, ASP.Net, VB.Net, iOS SDK, Android SDK
- HTML, CSS, JavaScript, JQuery, AJAX, Node.js, JSON
- SQL, MySQL, SQLite, MongoDB

Technical Skills

- Unity, Cocos2D, Android Studio, Xcode, Visual Studio, MonoDevelop, SQL Server, Eclipse, Adobe Dreamweaver
- Firebase, GameSparks, Photon, PlayFab, uLink, Restful API
- Git, GitHub, GitLab, BitBucket

Experience

Game Developer

May 2023- Present

Hong Kong Shue Yan University, Hong Kong

[Growledge Farm](#) – Working on an Educational farm-based building game from scratch with its Firebase backend

Game Developer

November 2017-April 2023

The University of Hong Kong, Hong Kong

- Worked on different game and app projects based on their research. Some individually developed research games are:
 - [Smart Emotions and Smart Affection 3.0](#)
 - [Smart Emotions - Smart Affection 2.0](#)
 - [Intelligent Emotions - Intelligent Affection](#)
 - [Emotion Master D](#)
 - Changing learning with gamification by games and apps
 - Integrating Google Firebase & GameSparks as the backend for games
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Senior Game Engineer**December 2014-May 2017**FRAG Games, Pakistan

- [Coda Quest](#) – Educational 3D real-time multiplayer server-synced PC game which includes multiple games inside an open world developed using Unity3D and uLink. I implemented a multiplayer Shrine System, Generic Animation System, Battle Animations, Multiple Platform Game along the beanstalk, Optimizations, UI Animations, and Integrations. Also, I have done some Editor and Inspector scripting where required.
- [Ganja Goons](#) – Worked on 3D Base-Building isometric strategy game in the same vein as Clash of Clans, Boom Beach and Hay Day, with primary work on Isometric Controls, UI integration, Replay, AI, Buildings, Units, Crops, Resource, Achievements, Grid system and Optimizations developed using Unity3D for iPhone, iPad and Android.
- [Sorcerer's Ring](#) – A Complex turn-based 3D mobile game developed using Unity for iPhone and iPad, where users have to draw certain gestures on-screen to cast spells. The game includes an immersive single-player campaign. The player plays against an advanced AI. The game also features a levelling system and scripted tutorials that allow players to learn and transition from one level to another, implemented a multiplayer Raid Boss module.

Unity3D Game Developer (2D & 3D)**July-November 2014**Sunstar Technology Group LLC, Pakistan

- Worked on 3D game projects using Unity3D (for Android). One of the individually in-house developed games is:
 - [Death Shooter Commando 3D](#)
- Used the Mecanim Animation System for animation in games
- Used the NGUI Unity plugin to enhance the quality & interaction of games
- Implemented different Ad SDKs (like Admob, StartApp, and AdBuddiz)

Unity3D Game Developer**January-June 2014**Jolta Technology, Pakistan

- Worked on 3D game projects using Unity3D 0T(for iOS & Android). One of the individually in-house developed games is:
 - [Fire Fighter Truck 3D](#)
- Used the NGUI Unity plugin to enhance the quality & interaction of games
- Implemented different Ad SDKs (like iAd, Admob, LeadBolt, StartApp, ChartBoost, Heyzap) in FREE versions
- Implemented Facebook SDK

iOS Game Developer**July-December 2013**Jolta Technology, Pakistan

- Worked on iPhone and iPad games using Cocos2D. Some individually in-house developed games are:
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- [Bubble Shoot Deluxe - Ads FREE](#)

- [Bubble Shoot Deluxe](#)

- Implemented different Ad SDKs (like iAd, Revmob, AdWhirl, StartApp, ChartBoost) in FREE versions
- Implemented Facebook and Twitter SDKs

iOS Developer

April-June 2013

Jolta Technology, Pakistan

Removed bugs, updated, implemented different Ad SDKs (like iAd, Revmob, LeadBolt, TapForTap) in FREE versions, and added In-App purchases in multiple apps

Android Developer (Part-time)

November-December 2013

Apponative, Pakistan,

I made projects for online clients

- [Availcheck](#) – This lets you schedule with synchronized online data
- [PushWizard](#) – Android SDK, Push Notification Service
- Recording Project – Using RTMP, live video recording

Web Developer

August 2012-March 2013

Lahore University of Management Sciences, Pakistan

The university is renowned for its commitment to providing high-quality education in Pakistan. I was responsible for developing and managing all technical aspects of the university's official website.

- Developed the official website, ensuring functionality, user accessibility, and aesthetic appeal.
- Managed server-side and client-side configurations to enhance website performance.
- Collaborated closely with stakeholders to gather requirements and implement enhancements.
- Ensured the website's alignment with modern web standards and best practices.
- Conducted regular updates and maintenance to ensure optimal performance and security.

.NET + PHP Developer

April-July 2012

R&D Sol., Pakistan

I was responsible for developing and managing online projects tailored for various clients. Key tasks and responsibilities included:

- Developed a marketing website to promote and sell products from over 250 companies.
 - Designed and implemented a .NET application for payroll solutions, aiming for deployment in several major market sectors.
 - Created an ASP.NET website, serving as the official representative for a foreign university, enhancing its online presence and outreach.
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Qualification

BS. Computer Science (Hons.)

2008-12

Superior University, Lahore

F.Sc (Pre-Engineering)

2006-08

Punjab Group of Sciences, Sialkot

Research Projects

- Working methodology of Software houses and reasons that lead them to lock
 - How to launch a new product in the market
 - Programming practices to follow
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Other Certificates

Technology Entrepreneurship (Online – venture-lab.org)

Oct to Dec 2012

Stanford University, CA, US

A Crash Course on Creativity (Online – venture-lab.org)

Oct to Dec 2012

Stanford University, CA, US

Artificial Intelligence (Online – www.ai-class.com)

Oct to Dec 2011

Stanford University, CA, US

Personality Skills

- Quick learner, with good debugging, problem-solving solving and optimising skills
 - Take issues and complexity as a challenge with a “Can-do” attitude
 - Effective team player with good communication and interpersonal skills
 - Focused, punctual, and hardworking
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Hobbies

I play mobile and PC games, surf the net for learning, and follow the latest information about technology

Reference

Will be provided on demand