Mohsin Khan

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Objective	**I want to work on challenging tasks in a favorable working environment where I can utilize my knowledge, skills and experience of programming efficiently.**
Skills	**Well familiar with following language IDE's**

- Visual Studio Ultimate Edition 2010+
- Visual Studio Team Edition 2008
- Microsoft SQL Server 2008
- Unity Engine
- Android Studio
- Eclipse
- Xcode 4+
- MonoDevelop

I have good grip on following languages, frameworks & techniques

- Javascript, JQuery, JSON, AJAX
- SQL, MySQL, SQLite, MongoDB
- C#.Net
- ASP.Net, VB.Net
- Objective C
- iOS SDK
- OOP
- HTML, CSS
- C, C++
- Java
- PHP
- Android SDK
- Cocos2D
- Unity (C#)

Experience

Game Developer   **November 2017-till now**

The University of Hong Kong

- Working on the different game and app projects based on their research
- Changing learning with gamification by games and apps
- Integrating Google Firebase and Gamesparks as the backend for games

Senior Game Engineer   **December 2014-May 2017**

FRAG Games

- 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, 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 – 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 leveling system and scripted tutorials that allow players to learn and transition from one level to another. Implemented multiplayer Raid Boss module.

Unity3D Game Developer (2D & 3D)   **July-November 2014**

Sunstar Technology Group LLC

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

Unity3D Game Developer   **January-June 2014**

Jolta Technology

- Worked on 3D game projects using Unity3D (for iOS & Android). Some from individually in-house developed games are:

  o Truck Cargo Pro
  o City Truck Cargo
  o Fire Fighter Truck 3D
- Used 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

- Worked on iPhone and iPad games using Cocos2D. Some individually in-house developed games are:
  o Bubble Breaker
  o Ninja Rail Run
  o Bubble Shoot Deluxe
  o Temple Gems Treasure
- 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

- 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, made projects for online clients

- Availcheck – Let's 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,

- Developed and managed all the technical aspects of their official website

.Net + PHP Developer **April-July 2012**

R&D Sol., made projects for online clients

- Worked on a marketing website which is doing marketing on other companies (more than 250) behalf and selling their products & gifts.
- Worked on .Net Application of Payroll which is deployed in various giants of the market.
- Worked on ASP.Net website which is an official representative of a foreign university.

Qualification	**BS. Computer Science (hons.)**	**CGPA=3.38**	**in 2008-12**

Superior University, Lahore, Pakistan

F.Sc (Pre-Engineering) **in 2006-08**

Punjab Group of Sciences, Sialkot, Pakistan

Research Projects
- Working methodology of Software houses and reasons which lead them to lock
- How to launch a new product in market
- Programming practices to follow

Other Certificates

Technology Entrepreneurship (Online - venture-lab.org) **in Oct to Dec 2012**

Stanford University, CA, US

A Crash Course on Creativity (Online- venture-lab.org) **in Oct to Dec 2012**

Stanford University, CA, US

Artificial Intelligence (Online - www.ai-class.com) **in Oct to Dec 2011**

Stanford University, CA, US

Computer Hardware **in July to Aug 2007**

Computer People 2000, Sialkot

English Spoken (Elementary level) **in Aug to Sept 2006**

English Language Club, Sialkot

Personality skills	- Quick learner, good debugging, problem solving and optimizing skills - Take issues and complexity as challenge with "Can do" attitude - Effective team player with good communication and interpersonal skills - Focused, punctual and hardworking
Hobbies	I play mobile and PC games, surf net for learning and for latest information about technology
Computer Skills	- Mac OS and Windows XP, 7, 8, 10 - Adobe Photoshop CS5+ - Adobe Illustrator CS3
Personal Data	- Date of Birth: October 26, 1991 - Nationality: Pakistani - Marital status: Single
Reference	**Will be provided on demand**