



MUHAMMAD SAAD FAROOQ

UNITY GAME DEVELOPER

CAREER OBJECTIVE

To have challenging, progressive and motivating role in a well reputed organization, where i can utilize my knowledge and skills to enhance the progress of the organization.

AREAS OF EXPERTISE

- Unity 3D
- Java
- C/C++/C#
- Object Oriented Programming
- Database
- Html



Android Studio



CONTACT DETAILS

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QUALIFICATION

- Matriculation in Biology LDA Model Boys high School, Lahore (2012)
- Intermediate from Govt College Gulberg Lahore (2012-2014)
- Graduation BSCS University of Sargodha , Lahore (2014-2018)

PROJECTS

- Sprinter Pop Final Year Project Augmented Reality First person Shooter Game (Unity C#)
- Visit to Lahore (Android Studio Java)
- Bank System (C++ Language)
- Bakery System (Documentation)
- Eastern Union (Java)
- ECS (html, php, javascript)
- PCare Hospital (dot Net MVC C#)

EMPLOYMENT HISTORY

GAME DEVELOPER

The Gaminators Studios from Febuary 2019 to Present

- Develop 3D game in unity3d according to requirements from scratch.
- Re skinning of Games.
- Integrate consoli ad network and games

Aillogica from March 2018 to September 2018

- Develop 3D game in unity3d according to requirements from scratch.
- Put sounds, Particles and ads (admob, chartboost, unity) according to requirements
- I can make animation using UMotion unity.
- Update work progress on Source Tree.

Mr Gaming Studios from November 2018 to January 2019

- Re skinning of Games.
- Ads integration(admob, unity, startapp, facebook).
- Apply In app purchase, Achievements, Leaderboard.
- Work on Highway racer kit, NWH Vehicle Physics and Easy Mobile Pro.

Funlab Studios from October 2017 to February 2018

- Developed 2D games.
- i have work on 2D toolkit,iTwenen & iTween path.
- Ad integratio and admob unity chartboost.
- Integrate Particle System and audio.