

# Muhammad Moiz ul haq

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<https://muhammadmoizulhaq.github.io/>

## Summary

As a passionate Software Engineer specializing in C++, I bring a comprehensive skill set and a dedication to developing high-performance software solutions. My expertise lies in leveraging the power of C++ to design and implement efficient, scalable, and robust applications.

My journey in software engineering is marked by a commitment to mastering the intricacies of C++ and employing its capabilities to solve complex problems. I have a keen eye for optimization and a deep understanding of object-oriented programming, memory management, and algorithm design. This technical foundation allows me to create software that is not only functional but also highly efficient.

I thrive in collaborative environments where I can apply my problem-solving skills and innovative thinking to tackle challenging projects. My approach is rooted in solid engineering principles, ensuring that the solutions I develop are reliable, maintainable, and scalable.

I am eager to connect with other professionals and organizations that are at the cutting edge of technology and innovation. Together, let's drive the future of software engineering and push the boundaries of what we can achieve with C++.

## Experience



### Senior Software Engineer (C++)

Tensei Games

Jul 2024 - Present (1 month)

- Architecture Design for Games.



### Software Engineer (C++)

iBLOXX Studios DMCC

Sep 2023 - Jul 2024 (11 months)

- Making a new feature for the game called (Stray Shot).
- Enhancing and developing a UI.
- Multiplayer gameplay features.
- Systems for the game. (Friends system, Progression)



### Software Engineer (C++)

BIG IMMERSIVE

Jun 2021 - Sep 2023 (2 years 4 months)

- Did a lot of Research and Development (R&Ds) to help the team to develop systems easily.
- Write a script for Encryption/Decryption of API requests and Responses to secure the calls between the server and the user. I scripted it in Python.
- Develop a system for regular updates and patches for fixing this issue I worked on ChunkDownloader and Patching System to resolve this issue.
- Develop a loading screen system for level streaming (it just opens the loading widget on the viewport while the streaming is going and then hides from the parent) or level traveling (totally written in C++ and the loading screen is also developed in slate).

- I did do a code optimization for the entire game, I used the unreal insight for optimization. according to it firstly our game took almost 1 minute to load after optimization it took 0.66 seconds to load.
- Worked on Game networking like APIs (I developed a plugin to make the relationship between the game and backend services, Although it is an in-house plugin so it just developed especially to keep the backend structure in mind.) and Multiplayer (I did work but not much I develop a system for session management using EOS (Epic Online Services) as we are using a Dedicated server. I did a little bit of work in other aspects of multiplayer like replication and others.)
- Develop a Player character and controller with the animation using C++, it has Bindings for the keyboard/mouse and controller.



## **Jr. Software Engineer (C++)**

### **OZ Sports**

Dec 2020 - Jun 2021 (7 months)

- Game Development (C++)
- Tool design for Spawning Meshes at runtime
- User Interface Design
- Game Plugin

## **Jr. Software Engineer (C++)**

### **Services Hospital**

Oct 2019 - Sep 2020 (1 year)

A Desktop Application developed in the Unreal engine to help the house job doctors in practicing with different medical conditions just using their computer.

It contains different features like:-

- Inventory
- Interaction with the environment
- User Interface
- API Implementation
- Multiplayer

## **Education**



### **Superior College**

BS Software Engineering , Computer Science

2015 - 2019

## **Licenses & Certifications**



**Blood Donner** - Services Hospital Lahore

## **Skills**

Data Structures • Software Infrastructure • Engineering • Problem Solving • Unreal Engine • Debugging • Performance Analysis • Communication • User Interface Design • Optimization