



MUHAMMAD MOIZ UL HAQ

SOFTWARE ENGINEER

PROFILE

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++.

WORK EXPERIENCE

iBLOXX Studios DMCC

Sep 2023 - Present

Software Engineer (C++)

- 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)

BIG IMMERSIVE

June 2021 - Sep 2023

Software Engineer (C++)

- 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 use 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.

CONTACT

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EDUCATION

2015 - 2019

Superior University

- Bachelor of Software Engineering
- GPA: 3.0 / 4.0

SKILLS

- Software Development
- Game Development
- C++
- Debugging
- Performance Analysis
- Multiplayer

LANGUAGES

- English (Fluent)
- Urdu (Fluent)

- 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

OZ

Dec 2020 - June 2021

Jr. Software Engineer (C++)

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

Services Hospital

Oct 2019 - Sep 2020

Jr. Software Engineer (C++)

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