

Muhammad Moiz ul haq



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

Experience



Unreal Engine Developer

BIG IMMERSIVE

Jun 2021 - Present (2 years 1 month)

Did a lot of Research and Development (R&Ds) for helping the team to develop systems easily.

-Write a script for Encryption/Decryption of a API requests and Responses to secure the the calls between the server and user. I scripted it in Python.

-Develop a system to for regularly updates and patches for fixing this issue I worked on ChunkDownloader and Patching System to fix this issue.

-Develop a loading screen systems for level streaming (it just opens the loading widget on the viewport while the streaming is going and then it just hide from the parent) or level traveling (totally written in C++ and loading screen is also develop in slate).

-Develop a system for customizing (just transform of all the moveable objects) your environment in a game at runtime like, GIZMO.

-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.

-Worked on a Game networking like API's (I develop a plugin to make relationship between game and backend services, Although it is in-house plugin so that it just developed especially to keep the backend structure in mind.) and Multiplayer (I did worked but not much I develop a system for session management using EOS (Epic Online Services) as we are using a Dedicated servers. I did a lit bit of work in other aspects of multiplayer like replication and else.)

-Develop a Player character and controller with the animaiton using c++ and blueprints, it is having a Bindings for keyboard/mouse and controller



Junior Unreal Engine Developer

OZ Sports

Dec 2020 - Jun 2021 (7 months)

-Virtual Production

-Live Events

-Unreal Development (Blueprints and C++)

-Shaders

-Niagara Particles

-Working on Cinematics

-Tool design for Spawning Meshes at runtime

-User Interface Design

I am working on an app using Unreal Engine 4. By using this app we can watch and participate in live events happing at that time. I worked on this app as an Unreal Developer. I worked on both blueprints and c++ mainly in blueprints. I also created particles using the Niagara Particle system.



Computer Programmer

Services Hospital

Oct 2019 - Sep 2020 (1 year)

- An Application for Stores to maintain the record of medicines and medical equipment
- An Application for Units to maintain the record of Patients and their medical history
- Managing these applications over the network to run them over different networks or servers for different clients (using a config file for configuring network or server settings to run these applications)
- A very responsible and user-friendly UI Design for these applications (flat and minimalistic)

Education



Superior College

BS Software Engineering , Computer Science

2015 - 2019

Licenses & Certifications



Sports Man - Pak Angels Public High School



Blood Donner - Superior College

Skills

Video Games • metaverse • Gameplay Programming • Game Development • Research and Development (R&D) • Unreal Plugins • Multiplayer • Unreal Motion Graphics • Particle Effects • Blueprint Scripting