

Muhammad Moiz ul haq

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

Experience

BIG Junior Unreal Engine Developer

BIG IMMERSIVE

Jun 2021 - Present (1 year 4 months +)

- ✓Research and Development (R&Ds)
- ✓Use of External application with the pre-build and shipped game
- ✓Join Chunk Downloader and patching system for regular updates
- ✓Level Loading System on our demand when to start, when to stop, when to finish (Level Streaming)
- ✓Level Loading Screen (No Level Streaming)
- ✓Runtime Gizmo Functionality
- ✓Develop Plugin for internal Company use for API use (REST APIs)
- ✓Downloader Plugin (Downloads any type of file at runtime using multi-threading)
- ✓Code Optimization
- ✓Load time management
- ✓Game Network (API's, Multiplayer)



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 happening 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

Sport Boy - Pak Angels Public High School



Blood Donner - Superior College

Skills

Gameplay Programming • Game Development • Research and Development (R&D) • Unreal Plugins • Multiplayer • Unreal Motion Graphics • Particle Effects • Blueprint Scripting • Cinematography • .NET Framework