

# Muhammad Moiz ul haq

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🇵🇰 Pakistani

## 🌐 LANGUAGES

Urdu	● ● ● ● ●
English	● ● ● ● ●
Arabic	● ● ● ● ●
Punjabi	● ● ● ● ●

## 🎓 EDUCATION

**BS Software Engineering**, Superior University  
2015 – 2019 | Lahore, Pakistan

## 🎮 SHIPPED GAMES

**Maelstrom** 

**Stray Shot** 

## 📁 PROJECTS

**Maelstrom** 

Grim fantasy combined with thunderous naval combat in a vibrant, monster-saturated world! Captain an Orc, Dwarf, or Human warship and sail the turbulent Abyssal Ocean with online multiplayer, in free-for-all & team-based matches.

## 💼 PROFESSIONAL EXPERIENCE

**Tensei Games, Devsinc,**

Sr. Unreal Engine Developer (C++)

07/2024 – present | Lahore, Pakistan

- Implemented complex multiplayer networking solutions in C++ that reduced synchronization delays by 10%.
- Wrote custom C++ scripts to enhance and improve player immersion in dynamic environments.
- Mentored junior developers on Unreal Engine and C++ best practices, contributing to overall team productivity.
- Conducted performance profiling and memory optimization using C++, reducing memory usage by 5%.

**iBLOXX Studios DMCC,**

Unreal Engine Developer (C++)

12/2023 – 07/2024 | Dubai, United Arab Emirates

- Developed gameplay systems in C++ for improving player interaction realism using Unreal Engine engine.
- Optimized networking code in C++ for multiplayer, reducing latency and improving connection stability.
- Designed C++ interfaces for haptic feedback systems, increasing player engagement.
- Refined existing C++ code for modularity, making future development more efficient and reducing bugs.
- Achieved a 20% reduction in session latency through optimized C++ network handling.

**BIG IMMERSIVE**, Unreal Engine Developer (C++)

06/2021 – 12/2023 | Lahore, Pakistan

- Developed core mechanics using C++ in Unreal Engine, improving player retention by enhancing realism.
- Refactored C++ code to optimize memory management, reducing load times and improving performance across platforms.
- Collaborated with artists and designers to integrate assets environments using C++ scripting, ensuring smooth gameplay.
- Reduced frame rate drops by 15% through C++ performance optimizations.

### Stray Shot

StrayShot is a third-person shooter that throws you into Heart-pounding battle royale action set in stunning environments with high-quality graphics and fast-paced shooter mechanics. Suitable for both squad-based and solo play, only the strongest survive in these ruthless battlefields.

### Art Gallery

Explore digital art in a way you've never experienced before in our exclusive Virtua Art Gallery.

### Fancave

Display your incredible digital collectibles within your very own customizable Fancave or for bigger collectibles take advantage of our insane futuristic Virtua Dome.

## INTERESTS

Gaming • Gardening • History •  
GEO Politics • Current Affairs

## SKILLS

C/C++	<div><div></div><div></div><div></div><div></div><div></div></div>
Unreal Engine	<div><div></div><div></div><div></div><div></div><div></div></div>
System Design	<div><div></div><div></div><div></div><div></div><div></div></div>
System Architecture	<div><div></div><div></div><div></div><div></div><div></div></div>
Game Programming	<div><div></div><div></div><div></div><div></div><div></div></div>
Python	<div><div></div><div></div><div></div><div></div><div></div></div>

### OZ, Jr. Unreal Engine Developer (C++)

12/2020 – 06/2021 | Lahore, Pakistan

- Contributed to the development of C++ gameplay features for sports simulations, enhancing player responsiveness in real-time interactions by 25%.
- Implemented UI features using C++ in Unreal Engine, improving user satisfaction through responsive interfaces.
- Collaborated with senior engineers on debugging and optimizing C++ code, improving overall performance and reducing reported issues.

### Services Hospital,

Jr. Unreal Engine Developer (C++)

10/2019 – 09/2020 | Lahore, Pakistan

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:-

- I have developed an inventory system for a doctor that can manage the data for that specific doctor according to the virtual patient he/she is treating.
- This system helps the doctor to interact with the environment like picking up objects and moving them around.
- User Interface for this whole application.
- I also implemented rest API to the application as those APIs are I house build and also have all the information regarding the doctor's result because this application is to train and examine the doctor

## VOLUNTEER FOR GOOD CAUSE

### Chughtai Lab, Blood Donor

Lahore, Pakistan

### Services Hospital, Blood Donor

Lahore, Pakistan

### Shaukat Khanum Hospital, Blood Donor

Lahore, Pakistan