Muhammad Moiz ul haq

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- ⚑ Pakistani

🌐 LANGUAGES

Language	Level
Urdu	● ● ● ● ●
English	● ● ● ● ○
Arabic	● ○ ○ ○ ○
Punjabi	● ● ● ● ●

🎓 EDUCATION

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

🎮 SHIPPED GAMES

Maelstrom ⧉

Stray Shot ⧉

MyWhoosh ⧉

🗀 PROJECTS

MyWhoosh ⧉
It is a real-time virtual cycling platform built on immersive 3D environments and multiplayer technology, enabling competitive racing, structured training, and performance analytics for global users.

💼 PROFESSIONAL EXPERIENCE

MyWhoosh, Unreal Engine Developer
12/2025 – Present | Abu Dhabi, UAE
- Implemented new features to enhance overall user experience and product quality
- Designed and architected scalable systems aligned with production requirements
- Conducted R&D to improve performance, stability, and development workflows
- Collaborated closely with cross-functional teams to deliver high-quality features

Devsinc, Sr. Unreal Engine Developer (C++)
07/2024 – 10/2025 | 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 – 03/2024 | 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.

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.

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++   ● ● ● ● ○
Unreal Engine   ● ● ● ● ○
System Design   ● ● ● ● ○
System Architecture   ● ● ● ● ○
Game Programming   ● ● ● ● ○
Python   ● ○ ○ ○ ○

- 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.

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