

# Muhammad Moiz ul haq



moizulhaq914@gmail.com



03244054144



[linkedin.com/in/muhammadmoizulhaq](https://www.linkedin.com/in/muhammadmoizulhaq)



<https://mmoizulhaq.github.io>

## Summary

I always eager to expand my skill set and expand my opportunities in the industry.

I had finished my degree in January 2019 and planning to continue studying.

I love meet new people, accept challenges. My experience in my FYP(Final Year Project) boost my confident to work with a group of people.

## Experience

### Junior Unreal Engine Developer

BIG IMMERSIVE

Jun 2021 - Present (1 year 2 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

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



### 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 have 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

## Skills

Research and Development (R&D) • Unreal Plugins • Multiplayer • Unreal Motion Graphics • Particle Effects • Blueprint Scripting • Cinematography • .NET Framework • Crystal Reports • Microsoft SQL Server