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🌐 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 – 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.
- 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