Muhammad Moiz ul haq

moizulhaq914@gmail.com   03244054144

linkedin.com/in/muhammadmoizulhaq   https://muhammadmoizulhaq.github.io/

Experience

Unreal Engine Developer
iBLOXX Studios DMCC
Dec 2023 - Present (2 months)
Making a new feature for the game called (Stray Shot).

Unreal Engine Developer
Narsun Studios
Sep 2023 - Dec 2023 (4 months)
helping the team to develop and maintain project architecture.

Unreal Engine Developer
BIG IMMERSIVE
Jun 2021 - Sep 2023 (2 years 4 months)
Did a lot of Research and Development (R&Ds) for helping the team to develop systems easily.
Write a script for Encryption/Decryption of a API requests and Responses to secure the the calls
between the server and user. I scripted it in Python.
Develop a system to for regualarly updates and patches for fixing this issue I worked on
ChunkDownloader and Patching System to fix this issue.
Develop a loading screen systems for level streaming (it just opens the loading widget on the viewport
while the streaming is going and then it just hide from the parent) or level traveling (totally written in C++
and loading screen is also develop in slate).
Develop a system for customizing (just transform of all the moveable objects) your environounment in a
game at runtime like, GIZMO.
I did do a code optamization for the entire game, I use the unreal insight for optimization. according to it
firstly our game took almost 1 minute to load after optimization it took 0.66 seconds to load.
Worked on a Game networking like API's (I develop a plugin to make relationship between game
and backend services, Although it is in-house plugin so that it just developed especially to keep the
backend structure in mind.) and Multiplayer (I did worked but not much I develop a system for session
management using EOS (Epic Online Services) as we are using a Dedicated servers. I did a lit bit of
work in other aspects of multiplayer like replication and else.)
Develop a Player character and controller with the animaiton using c++ and blueprints, it is having a
Bindings for keyboard/mouse and controller

Junior 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

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

Sports Man - Pak Angels Public High School

Blood Donner - Superior College

Skills

User Interface Design • Object-Oriented Programming (OOP) • Video Games • metaverse • Gameplay
Programming • Game Development • Research and Development (R&D) • Unreal Plugins • Multiplayer
  • Unreal Motion Graphics