

# Muhammad Moiz ul haq



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<https://muhammadmoizulhaq.github.io/>

## Experience



### Unreal Engine Developer

#### BIG IMMERSIVE

Jun 2021 - Present (1 year 9 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 (Level Streaming)
  - Level Loading Screen (No Level Streaming)
- Runtime Gizmo Functionality
- Develop a 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
- Editor Tools (Tool Programming)
- Game Network
  - APIs
  - Multiplayer
- Gameplay
  - Player Character and Controller
  - Player Animation
  - Keyboard, Mouse, and Controller Key Bindings



### 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

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 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



**Sports Man** - Pak Angels Public High School



**Blood Donner** - Superior College

## Skills

Video Games • metaverse • Gameplay Programming • Game Development • Research and Development (R&D) • Unreal Plugins • Multiplayer • Unreal Motion Graphics • Particle Effects • Blueprint Scripting