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

Experience

BIG Unreal Engine Developer

BIG IMMERSIVE

Jun 2021 - Present (1 year 5 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 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 (APIs, Multiplayer)



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



Sport Boy - Pak Angels Public High School



Blood Donner - Superior College

Skills

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