

Contact

Dubai, United Arab Emirates
+971557191072 (Work)
moizulhaq914@gmail.com

www.linkedin.com/in/
muhammadmoizulhaq (LinkedIn)
muhammadmoizulhaq.github.io/
(Personal)
www.unrealengine.com/
marketplace/en-US/profile/
Muhammad+Moiz+ul+haq (Other)

Top Skills

User Interface Design
Object-Oriented Programming
(OOP)
Video Games

Languages

Punjabi (Native or Bilingual)
Urdu (Native or Bilingual)
English (Professional Working)

Certifications

Sports Man
Blood Donner

Publications

Multithreaded Downloader
Assets Validation

Muhammad Moiz ul haq

Game Programmer | Unreal Engine | Multiplayer | C++ Programmer |
Software Engineer
Dubai, Dubai, United Arab Emirates

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

iBLOXX Studios DMCC
Unreal Engine Developer
September 2023 - Present (7 months)
United Arab Emirates

Making a new feature for the game called (Stray Shot).
Enhancing and developing a UI.
Multiplayer gameplay features.
Systems for the game. (Friends system, Progression)

BIG IMMERSIVE
Unreal Engine Developer
June 2021 - September 2023 (2 years 4 months)
Lahore District, Punjab, Pakistan

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 regularly 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 environment in a game at runtime like, GIZMO.

I did do a code optimization 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

OZ

Junior Unreal Engine Developer

December 2020 - June 2021 (7 months)

Lahore District, Punjab, Pakistan

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

Services Hospital

Computer Programmer

October 2019 - September 2020 (1 year)

Lahore District, Punjab, Pakistan

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)