



MUHAMMAD REHAN

Software engineer

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EDUCATION

FSC -pre-engineering

Dr Abdul Qadeer khan school and college of sceince and technology

2018 - 2022

Software engineering

Capital university of science and technology ,Islamabad

2022 - Present

SKILLS

- Kotlin
- C++,HTML,CSS
- Java ,Java Script
- C sharp
- Android App development
- Game development with unity
- Web development

LANGUAGE

English

Urdu

About Me

I am a Software Developer currently in the final year of my Software Engineering degree, with strong skills in Unity game development, Android app development, and web development. With a CGPA of 3.3 and a focus on real-time, practical projects, I have successfully completed several impactful semester projects. I am now seeking an internship to gain hands-on industry experience and further advance my development skills.

WORK EXPERIENCE

- Built 2D and 3D games in Unity with C#, focusing on gameplay, UI, and optimization.
- Collaborated in a small agile team using Git for version control.

Academic Projects

- Social Media App with login, post sharing, and real-time chat using Firebase.
- Developed a Face Detection Attendance app.
- 2D Fighting Game (Unity)
- Created a 2D combat game with character animation, health bars, and collision logic.
- Full-Stack Website
- Built a website with user login, database integration (PHP & MySQL), and admin panel.

ACHIEVEMENTS

- Developed a Face Detection Attendance application as a semester project
- Designed and built a 2D fighting game in Unity
- Created a full-stack website with a fully functional database

INTERNSHIPS

Junior Game Developer (Intern)

OnTriggerJoy — Remote

June 2024 – Oct 2024

- Contributed to the development of 2D and 3D games using Unity and C#.

REFERENCES

Muhammad Ali Hadi

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Sharyar Saqib

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