Malik Nouman

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EDUCATION

Charles University — Prague, CZ
Masters in Computer Sciences- Visual Computing and Game development — *Nov. 2022 – Sep 2024*

University of Central Punjab — Lahore, PK
Bachelor in Computer Sciences — *March. 2018 – July 2022*

EXPERIENCE

Intern Software Engineer — April 2023 – Present
Porsche Engineering Services — *Prague, CZ*
- Provide testing and development support on different projects
- Development and generation if log files and implementing new features using Python and C++
- Create comprehensive unit test cases to validate the functionality and robustness of software components in Gtest
- Perform routine tasks in Codebeamer, contributing to project management and collaboration efforts

Independent Game Developer — Sep. 2020 – Present
Playxel Studio
- Independently conceptualized, designed, and developed captivating games from scratch using C# .
- Implemented advanced AI algorithms such as A*, MCTS, BFS, and DFS, enhancing the gaming experience and providing challenging gameplay dynamics
- Portfolio: **Playxel Studio**

Bug Bounty Tester — May 2016 – Dec 2020
Hackerone
- Identified and reported vulnerabilities across various platforms within HackerOne bug bounty programs.
- Successfully triaged and validated bugs, leading to bounty payouts.
- Continuously honed ethical hacking skills through research, participation in bug bounty challenges, and staying updated on the latest vulnerabilities.
- Profile: **Hackerone Profile**

PROJECTS

EchoMaze | *C#, Unity, SQL, Firebase, Blender, Trello, Git* — April 2023 – June 2023
- Contributed to the development of "Echomaze," a downloadable puzzle game for Windows.
- Utilized C programming to implement core gameplay mechanics, including character movement, object interaction, and level generation.
- Implemented engaging gameplay mechanics based on sound

Cyber Switch | *C#,Adobe Photoshop, Firebase, Git* — january 2021 – December 2021
- Developed and Designed a full scale game.
- Implemented engaging gameplay mechanics that combine fast-paced action with strategic puzzle solving
- Utilized programming to create a smooth and responsive user experience.

To The Good Days | *C#, Unity, SQL, Firebase, Blender, Trello, Git* — May 2021 – May 2022
- Developed a captivating third-person open world game as part of a final year capstone project.
- Collaborated effectively in a team environment, taking on the role of a developer and contributing to design and development.
- Implemented core gameplay mechanics including AI to ensure a smooth and engaging player experience.

TECHNICAL SKILLS

Languages: C# , C/C++, SQL , Python, HTML/CSS,
Frameworks: Unity, Unreal Engine, .Net, OpenGl, Gtest
Developer Tools: Git, Docker, Jenkins, Codebeamer, VS Code, Visual Studio, PyCharm, IntelliJ
Libraries:STL