SAFWAN PALERI

Gameplay-AI Programmer || MSc. Computer Games Technology @ Abertay University, Scotland, UK

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SUMMARY

Passionate Gameplay/AI Programmer with 2+ years of professional experience in 2D/3D, AR, XR, and VR game and app development. Skilled in C#, Unity, multiplayer systems, and game architecture. Currently pursuing MSc in Computer Games Technology at Abertay University. Proven track record of developing and shipping games across platforms with expertise in backend/frontend programming, gameplay systems, and team collaboration

EXPERIENCE

Unity Game Developer

App Mechanic (August 2022 – December 2024)

Worked as backend/ frontend/full stack developer for multiple 2D/3D/AR/XR/VR games and apps from scratch. Worked on Asset to add in Unity Asset Store. Technologies Used : Google Firebase, AR Foundation, Vuforia, Unity Photon, Mapbox, AWS, AZURE, Playfab, GIS etc.

[Projects Worked] [Play store links of worked games]

Software Engineer Virtual Experience Program

Electronic Arts (EA) (October 2021)

Game programming using Python and C++, implementation using Unreal Engine and introduction to cyber security.

Unity Game Developer Intern

Tentaxaur Studios (May 2021 – July 2021)

Worked on gameplay and UI of 4 game prototypes. Technologies used: Unity, GitHub, Skype, C#, Visual Studio

Game Tester Intern

Shahwebsetters (March 2021)

Tested gameplay and UI and sent reports daily for a game.

EDUCATION

Master's degree
Computer Games Technology
Abertay University, Scotland, UK (September 2024 – Present)

Bachelor's degree
Computer Science Engineering (Honors.)
Lovely Professional University, Punjab, India (July 2019 – July 2023)

CERTIFICATIONS

Data Structure and Algorithm Self-Paced
GeeksforGeeks (August 2021)

Pro Unreal Engine Game Coding
Udemy (June 2021)

Unreal Engine C++ Developer
Udemy (May 2021)

Complete Unity 3D Game Development with C#
Udemy (September 2020)

Unity 2D Game Development
Udemy (July 2020)

Software Development Trainee
Aspiring Minds (May 2020)

PROJECTS

1. **Critter Catcher:** Lead programmer in a multidisciplinary team, I was responsible for implementing core AI systems, and game mechanics. I collaborated closely with designers and artists, contributing to creative decisions and enabling rapid iteration through modular and reusable systems.
    [Project Video Recording – Source Code]

2. **Procedural Generation:** Developed a 2.5D procedurally generated maze ball game using C++ and DirectX. The project focuses on gameplay mechanics, procedural content generation, collision detection, and real-time post-processing effects.
    [Project Video Recording – Source Code]

3. **Network Programming:** This is a solo networking project developed using Unity and C# as part of a university module focused on multiplayer game programming.
    [Project Video Recording – Source Code]

4. **Sakura Blossom - Graphics C++:** This is a foundational graphics project developed to explore graphics programming concepts using DirectX real-time rendering techniques.
    [Project Video Recording – Source Code]

SKILLS

Game Engines & Tools: Unity, Unreal Engine, Visual Studio, GitHub, Perforce, JIRA

Programming Languages: C#, C++, Python

Technologies: Firebase, AR Foundation, Photon, Vuforia, PlayFab, AWS, Azure, Mapbox

Game Dev Skills: Gameplay Programming, AI Programing, UI Programming, Network Programming, AR/VR/XR, Game Prototyping

Other: Git, Agile Development, Design Patterns, Data Structures, OOP