Sameer Shahbaz

Game Developer

PROFESSIONAL EXPERIENCE

Unity Game Developer

Mobaso, Lahore || Feb 2022 – Present

- Working with Skillz, Game Taco, and Guild E-Sports.
- Development of games from scratch as well as modifying the existing ones as per their requirement.
- Publish and handling of games on each platform.
- Causal, Hyper-Casual, Shooting, Hunting, and Puzzles games are involved.
- Worked with and manage the team throughout cycle.
- Monitoring, testing, and troubleshooting of games before submitting to platforms.

Projects

- Animal Hunting, Axe.IO, Linn & Skater Race (Skillz)
- Dungeon Mania & Mad Heroes (Guild)
- Zentris (Game Taco)

IT Engineer

Phone Tel International, Lahore || Feb 2022 – Present

- L1 Technical support to end-users for hardware, software and network connectivity.
- Installation, configuration and maintenance of software application and operating system.
- Responsible for migration of new machines to Domain.
- Security and Maintenance of servers.
- Configuration, security and maintenance of routers and switches.
- Ensuring smooth connectivity within infrastructure.
- Troubleshooting and resolving issues for desktop, laptops, printers and peripheral devices.
- Network Troubleshooting.

CONTACT

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PROFILE

A team-oriented and responsible person considered skilled in the field of E-Sports, Gaming and IT. Sharp, passionate, and willing to learn new skills i.e., Network, IT, Game, AI, Metaverse, etc. Pursuing and looking forward to the opportunity in a leading company where learning skills get enhanced and used in work majorly.

EDUCATION

Bachelor of Science: Computer Science

Lahore Garrison University   Pakistan

- 2015-2019
- CGPA 3.08
- Core Member Garrison Robotics Society

Intermediate in Computer Science

Garrison College for Boys   Pakistan

- 2013-2015
- Grade B+

Jr. Unity Game Developer

Mobaso, Lahore || May 2021 – Feb 2022

- Worked on Unity 2D & 3D game engine.
- Worked on Android and iOS platforms to bring gaming to it.
- Integration of Gaming Kits (RCC, RFPS, INVECTOR, UFSP)
- Developed Ad Monetization Package of "Admob, Unity, and AppLovin", with custom editor scripting.
- Major updates of games which include complete new integration of characters, cars, difficulty level, etc.
- Games Designed and Built from scratch.
- Developed an 8-Directional Character Controller.
- Working with the team to meet targets.
- Worked with the team for game demos and then the development of it.
- Monitoring, testing, and troubleshooting of games before going live.

Projects

- [Offroad Fest-4x4 SUV Simulator](#)
- [Kart Rush Racing](#)
- [Swappy Cat](#)

Junior Game Developer

OneTexh, Lahore || Feb 2021 – April 2021

- Major Updates of Games.
- Integration of Admob, Unity Ads, and Glay Ad Plugin.
- Integration of In-App-Purchasing.
- Resolving errors and Bug Fixing.

IT Engineer

Vital International, Lahore || Nov 2019 – June 2020

- Installation of servers and systems over the Network.
- Managed, online, and centralized (on LAN) more than 100+ IP-based devices across all over PUNJAB in PTCL Zonal Office.
- Worked on Centralized Attendance and integrated security system that can be accessible over the internet.
- Worked on Security Integration Modules i.e., Black/White Listing, Face detection and recognition, Video Structuring, and motion detection.
- Network troubleshooting, desktop support to clients, and responsible for running the network smoothly.

KEY SKILLS

Unity 3D

Network Management

Visual Studio

C#, C++, HTML, PHP

Arduino IDE

Troubleshooting and Testing

End-to-End User Support

Microsoft Office

ADDITIONAL SKILLS

Team Oriented

Software Proficiency

Communication Skills

Problem Solving

Time Management

Hobbies and Activities

Book Reading	Table Tennis
Table Tennis	Travelling
Driving	Gaming

Achievements

- 2nd runner-up in National Engineering Robotics Contest (NERC 2019), held at NUST-EME, ISLAMABAD
- 1st runner-up in ROBOTEK (2016), held at Lahore Garrison University, LAHORE.