Sameer Shahbaz

Game Developer / IT Engineer

CONTACT

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PROFESSIONAL EXPERIENCE

Unity Game Developer

Mobaso, Lahore || Feb 2022 – Present

- Collaborated with Skillz, Game Taco, and Guild E-Sports.
- Development of games from scratch as well as modifying the existing ones as per their requirement.
- Successfully published and managed games across various platforms.
- Specialized in creating Casual, Hyper-Casual, Shooting, Hunting, and Puzzle games.
- Led and supervised the team throughout the game development cycle.
- Monitored, tested, and resolved issues in games before submission to platforms.

Projects

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

Jr. Unity Game Developer

Mobaso, Lahore || May 2021 – Feb 2022

- Proficient in Unity 2D & 3D game engine, with expertise in Android and iOS platforms.
- Integrated various gaming kits (RCC, RFPS, INVECTOR, UFSP etc.) for enhanced gameplay.
- Developed a comprehensive Ad Monetization Package featuring multiple ad-networks utilizing custom editor scripting.
- Led major game updates, implementing new characters, cars, and difficulty levels.
- Designed and built games from the ground up, including an advanced 8-Directional Character Controller.
- Collaborated effectively with the team to achieve project targets and contributed to game demos and subsequent development.
- Ensured high-quality game performance by meticulously monitoring, testing, and troubleshooting before launch.

PROFILE

Versatile and innovative professional with a dual expertise in game development and IT engineering. Adept at creating engaging and immersive gaming experiences, I bring a creative approach to game design and development, combined with strong technical skills. With a background in IT engineering, I possess a deep understanding of network infrastructure, software applications, and troubleshooting. I thrive in dynamic environments, adapting quickly to emerging technologies and industry trends. Passionate about harnessing the power of technology, I am committed to delivering high-quality gaming solutions and IT services. Eager to contribute my skills and expertise to a forward-thinking organization, driving innovation and achieving impactful results in both the gaming and IT sectors.

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+

Projects

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

Junior Game Developer

OneTexh, Lahore || Feb 2021 – April 2021

- Game updates, implementing new features and enhancements.
- Integrated multiple ad-networks for effective monetization strategies.
- Integration of In-App-Purchasing.
- Skilled in troubleshooting and fixing game-related issues for enhanced user satisfaction.

IT Engineer

Phone Tel International, Lahore || Feb 2022 – Oct 2023

- L1 Technical support to end-users for hardware, software, and network connectivity issues.
- Installation, configuration, and maintenance of software application and operating systems.
- Ensured the security and maintenance of servers, including routine updates and backups.
- Configuration, security, and maintenance of routers and switches.
- Maintained seamless connectivity within the infrastructure, facilitating efficient operations.
- Troubleshooting and resolving issues for desktop, laptops, printers, and peripheral devices.
- Conducted network troubleshooting to identify and address connectivity issues.

IT Support Engineer

Metro Network, Lahore || Oct 2020 – Feb 2022

- Provided 1st line technical support, efficiently addressing support queries via ticketing tool, phone or email.
- Responded to client inquiries promptly, demonstrating exceptional problem-solving skills to resolve hardware and software issues effectively.
- Managed the installation and support of various peripherals, including LAN configurations, printers, scanners, and other essential devices, ensuring seamless operations.
- Led the installation and configuration of IP-based software solutions, notably 3CX, Attendance Machines, enhancing communication and collaboration within the organization.
- Played a central role in maintaining system security by promptly identifying and resolving viruses and malware issues, further ensuring the reliability and integrity of operations.

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	Travelling
Table Tennis	Gaming
Driving	

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.

Languages

- English (Fluent)
- Urdu (Native)