SAQIB SOHAIL BHATTI

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PERSONAL PROJECTS

Mario Game Clone – PC and Mobile Game

https://github.com/sqb-bhatti/Mario-Game-Clone
- Developed a famous 2D Mario game clone.
- Integrated physics using Box2D physics engine.
- Utilized C++, SFML, Box2D.

Space Invader Clone – MAC Game

https://github.com/sqb-bhatti/Space-Invader-Clone
- Developing a famous space invader game clone.
- Implemented physics using Box2D physics engine.
- Utilized C++, SFML, Box2D.

Enemy Killer – Unreal Engine Game

https://github.com/sqb-bhatti/ForestGame
- Developed a 3D Map with enemies and playable characters.
- Implemented damage system, animation and movements.
- Utilized C++ / Blueprints, Unreal Engine 5.

TECHNICAL SKILLS

Programming Languages:	C++, Swift, Objective-C, Unreal Engine Blueprints
Game Engine/Libraries:	Unreal Engine, SFML, SDL, Apple Metal, SceneKit, OpenGL
3D Mathematics:	Linear Algebra, Trigonometry
Tools:	Xcode, Visual Studio, CLion, Jira
Mobile Platforms:	iOS, Android
iOS Frameworks:	UIKit, Foundation, CoreAnimation, MapKit, CoreLocation
Backend Integration	Firebase, REST APIs
Dependency Management:	CocoaPods, Swift Package Manager
Design Patterns:	MVC, MVVM, VIPER
Multithreading:	Grand Central Dispatch (GCD), Operation Queues
Unit Testing:	XCTest, XCTestUI
Version Control:	GitHub, Bitbucket

PROFESSIONAL EXPERIENCE

Pribno Pty Ltd – C++ Game Software Engineer | Mar'24 – Present (Remote, Part time)
- Developing a cross platform RPG game.
- Implementing game logic, physics and graphics rendering.
- Collaborating with a QA team to identify and fix bugs.

iDoc – Sr. iOS Developer | Jun'23 – Jan24 (Remote, Part time)
(https://www.idoc-health.com/download.html)
- Designed responsive UIs for various iPhone screens, ensuring optimal user experience.
- Coordinated with the web development team to integrate RESTful web services into iOS applications.
- Distributed app builds to testers using TestFlight for feedback and testing.
- Utilized Swift, SwiftUI, Google Maps and MVVM architecture to develop a health-related application.

Achieve Group – Sr. iOS Software Engineer | Jun'22 – May'23 (Singapore)
UOB Malaysia & Thailand App:
(https://apps.apple.com/us/app/uob-mighty-malaysia/id1239716055)
(https://apps.apple.com/us/app/uob-tmrw-thailand/id1220331876)
- Collaborated with scrum team to address bugs and redesign app interface, ensuring seamless functionality.
- Developed and executed unit tests for diverse modules to enhance application stability.
- Demonstrated proficiency in VIPER architecture and internal frameworks, contributing to efficient development processes.
- Engaged in the Agile development environment, actively participating in daily scrums and sprint cycles.
- Managed GitHub repository by creating branches, facilitating merges, pull requests, and releases.

Mohkaab Enterprise – Lead iOS Developer | Oct'20 – May'22 (Pakistan)
CareVision Staff App: (https://apps.apple.com/us/app/carevision-staff-app/id1584320905)
CareVision Family App: (https://apps.apple.com/us/app/care-vision-familyapp/id1540254463)
- Engaged in all stages of the iOS mobile app software development lifecycle (SDLC), from design and development through testing, QA, and approval. Successfully developed and launched Care Home-related apps on the App Store, showcasing expertise in Swift, Firebase, and MVC architecture.
- Effectively implemented and launched apps for Care homes, leveraging Swift, Alamofire, Auto Layout, Firebase, CocoaPods and TestFlight for efficient development and deployment.

AppsGenii – iOS Software Engineer | Apr'20 – Sep'20 (Pakistan)

Fresh Brain Studio – iOS Software Engineer | May'19 – Oct'19 (Pakistan)
Signature App: (https://apps.apple.com/us/app/signature-app/id1470646598?ls=1)

PREVIOUS WORK EXP.

SecureTech LLC – iOS & Web Software Engineer | Dec'16 – Jan'19 (Abu Dhabi UAE)
Office Car Maintenance Web Application: (https://github.com/bhatti-saqib/Taxi-maintenance-asp-mvc)
Technologies Used: ASP.NET, C#, Entity Framework, Bootstrap, JavaScript

Zen of Ruby – iOS Software Engineer | Apr'15 – Dec'16 (Pakistan)
Food Ordering Apps: (http://hungrymart.com.au/) (http://hungrymart.com.au/owner/)
Social Networking App: (https://appadvice.com/app/buunji/1135383730)
Technologies Used: Objective-C, AFNetworking, SIOSocket, Bitbucket

Pikes Soft — Software Engineer iOS | Dec'13 – Nov'14 (Lahore)

Ebryx — Malware Researcher | Feb'13 – Nov'13 (Lahore)

Pribno Pty Ltd – Jailbreak iOS & MAC Developer | Aug'11 – Dec'12
iPhone Spy Software: www.mobistealth.com/iphone-spy
Technologies Used: Objective-C, SQLite, Property list, Daemon programming.

MAC Spy Software: www.mobistealth.com/pc-monitoring-software
Technologies Used: Objective-C, SQLite, Skype SDK, Skyhook SDK

QUALIFICATIONS

- **Master of Computer Science (MCS)**
  Virtual University of Pakistan, Lahore | 2022