# **SHABEER S HUSSAIN**

# **FLASH GAMES DEVELOPER**

shabeershussain@gmail.com www.shabeershussain.co.uk

**Engines & Frameworks** 

Languages

Flash

**XNA** 

Unity 3D

**Software** 3D Studio Max

FileZilla

Netbeans

Xcode

Android

Mac OS X

Windows

**Awards** 

**Interests** 

Basketball

iOS

Unreal Engine 3.0

Adobe Dreamweaver

Adobe Illustrator Adobe Photoshop

Flash Develop

Visual Studios

Microsoft Office

Adobe Flash Professional

**Operating Systems** 

1st Prize University of Greenwich

**Business Plan Competition** 

## **Profile**

**Education** 

I am a London based Flash games developer with a years experience within the games industry. Though I am predominately an Actionscript programmer I have learnt other languages through various projects.

I am tech savvy, having always maintained a keen interest in latest technology developments and spend my spare time engaging myself in projects and research to further my development skills.

I wish to be able to contribute my skills to a team where I will constantly be challenged and learn new things.

The University of Greenwich	ActionScript 2
London SE10	ActionScript 3
Grade: 1st Class Honours	C#
Qualification: Bsc Hons Computing with Games Development	Objective C
	CSS
Richmond Upon Thames College	HTML
Middlesex TW2	Java
Qualification: BTEC National Diploma IT Practitioners – 3x <b>MERIT</b>	Java3D
	JavaScript
Hurlingham & Chelsea Secondary School	JOGL
London SW6	PHP
Qualification GCSE:	VB
4x B: English Language & Literature, Math, Music	XML
2x <b>C</b> : Double Science	
	London SE10 Grade: <b>1st Class Honours</b> Qualification: Bsc Hons Computing with Games Development <b>Richmond Upon Thames College</b> Middlesex TW2 Qualification: BTEC National Diploma IT Practitioners – 3x <b>MERIT Hurlingham &amp; Chelsea Secondary School</b> London SW6 Qualification GCSE: 4x <b>B</b> : English Language & Literature, Math, Music

## **Employment**

#### 2009 - 2010 **Intern Developer**

## MediaTonic LTD, London WC2H

Develop tools to aid game development

Design and create levels

Prepare and export game assets

Liaise with lead programmer and lead artists

Use in-house bug tracking software to report and test bugs

Worked on games for platforms such as PS3, PSP, Xbox 360, iOS and Facebook

### 2009 **Conference Associate Develop 09, Brighton**

**Monitoring Sessions** 

Aiding delegates with session/expedition times & locations

Helping delegates with general inquires

Handing out programs

#### 2005 - 2009 Receptionist

# The Fulham Cross Medical Centre, London SW6

Answering telephones

Filing patient notes

Completing patient prescription orders

Registering new patients

Using the practice's computer system

Booking/Cancelling Appointments

**Indexing Hospital letters** 

Helping patients with general inquires

Closely assisting Practice Manager introducing new GP contract quidelines

## References

Football **Paul Croft** Ryan Flynn Games **Director of Games** Lecturer Music Mediatonic LTD University of Greenwich Pool +44 (0)207 010 7850 r.d.flynn@gre.ac.uk Programming