Abdul Ahad

Game Developer | BS CS (Gaming & Animation) @ NEDUET

| Karachi, Pakistan |

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| https://str-abdul.github.io/Portfolio-Website |

Summary

Computer Science student specializing in Gaming & Animation with a focus gameplay systems and immersive logic. Demonstrating a disciplined approach to game architecture, User Experience and Engagement, documentation, and pre-production with prototyping.

Technical Skills

Game Engines: Unity , Unreal Engine (In Progress)
Programming: C#, Python (AI), C++
Specializations: Narrative Systems, Level Design, Pre-Production Planning, State Machines
Tools: Git/Version Control, Scriptable Objects, Unity UI Toolkit.

Key Game Projects

The Signal Shutdown | Techfest '25
Role: Gameplay Designer and Animator | Achievement: Runner Up (3D Game Category)

- Developed a "Frequency Modulation" system where the player—as the last survivor—must neutralize signal waves to rescue "tuned" NPCs and save humanity.
- Engineered environmental triggers and wave-interaction logic to drive mission progression.

Glitchy Island | Global Game Jam
Role: Unity Developer and Animator

- Concept: A surreal survival-escape game focused on a protagonist trapped in a "glitched" mental landscape after losing consciousness.
- Mechanics: Built a scavenging and retrieval system where players collect mask fragments to activate escape portals and return to reality.

- Managed player state transitions between "imagination" and "glitch" environments under a 48-hour deadline.

Furious 7 | Gameplay Prototype
Inspiration: High-speed cinematic action environments

- Developed two distinct environments: Abu Dhabi Skyscraper (vertical traversal) and Desert Cliffside
- Focused on modular level architecture and optimizing real-time rendering for fast-paced environments.

Experience & Certifications

Agentic AI | PIAIC
Jan 2026 – Present

- Specializing in autonomous agent frameworks to create goal-oriented NPC behaviors that react dynamically to player input.

Organizing Committee | GameCon '25, NEDUET
Oct 2025

- Facilitated logistics and social media engagement for the university's First gaming event. Which got recognition nationwide.

Education

BS Computer Science (Gaming & Animation) | NED University (NEDUET)
Undergraduate (6th Semester)

- Specialized Focus: Computer Graphics, Game Design Physics, Artificial Intelligence, and Animation Pipeline.

Honors & Awards

- Runner Up: Techfest '25 Game Development Competition.
- Special Recognition: Cited for "Most Smooth Execution in Pre-Production" for project planning and architectural clarity.