Muhammad Sohaib Ashraf

Game Developer

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Portfolio: suhaibashraf.github.io/Portfolio

GAME PROJECTS

Evolutionary Flocking Shooter   04/03/19 – 19/04/19

Recently, I have upgraded a game with Genetic algorithm in my Master's project. Which enabled bots to learn how to locate the target, avoid danger and exterminate it. I used Unity3d Engine, Genetic Algorithm and C#. I got 92% marks in this module.

Link: suhaibashraf.github.io/Portfolio/MScProject

Super Nim   17/03/18 – 22/03/18

An advanced form of Nim game with the heaps of sticks, built in python and powered with AI. This enabled AI to win a game against human player.

Link: suhaibashraf.github.io/Portfolio/SuperNim

Snake and Cake   14/11/16 – 30/11/16

Built in C++ and OpenGL with the team of three developers. Inspired by Nokia game "Snakes Xenzia".

EXPERIENCE

Web Developer – Epullon   01/17 – 12/17

Responsible as a full stack developer. Completed a web-based business application single-handedly that went into production.

Web Developer – Zepto   07/15 – 09/15

Learnt how to be an effective member of a web development team in a fast-paced environment.

EDUCATION

Unity Certified Developed – Credential ID: 201708UCD3065 (2017)

MSc Artificial Intelligence and Robotics from University of Hertfordshire (2018-2019)

BSc Software Engineering from University of Management and Technology (2013-2017)

PROFILE

Unity certified developer and recent graduate in MSc AI and Robotics (distinction) with a degree in Software Engineering. Ambitious to seek a career in game development as it's my passion since a young age and endorsed by others. I am experienced in developing artificially intelligent games using C#, C++, OpenGL, Genetic Algorithm and Unity3d Engine. Has previous experience as a qualified web developer.

SKILLS

Coding

- C++
- Python
- Unity
- Machine Learning
- C#
- OpenGL
- Java
- AI

Other

- Teamwork
- Problem solving
- Meeting Deadlines
- Creative Thinking

INTERESTS

- Badminton
- Travelling
- Learning about latest research and technologies