SYED MUHEEB UDDIN

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Summary:

Creative and detail-oriented with advanced knowledge of the creation of web apps , game-development and different programming languages relevant to the web, desktop, and mobile app. Hands-on with blockchain DAPPs(Ethereum) have developed ERC-223 contracts. Also developed puzzle FPS and Vehicle games with Unity Engine. Passionate about data structures and algorithms and prefer them over libraries.

Work Experience:

July 2021 - Present

Game Developer(Unity) | Web Developer(Node.js)
Ethermon.io, Canada(Remote)
Developing 3D/2D games on Unity using C#, working at backend node.js and creating smart contracts in Solidity. Ethermon.io is a which allows users to do battle and gain NFTs. The game offers many unique characters to battle with, we have launched cross-platform gameplay in Decentraland, allowing you to interact with your Mons in 3D and participate in PVE battles across the metaverse and now we have battle ladder and adventure mode and it continues to grow.

June 2021 - Present

Software Engineer
TPS Worldwide, Karachi
As a fintech organization we develop and maintain applications related to finance sectors and as a part of the core team we are using mainly C++ and Node.js.

Dec 2019 - June 2021

Software Engineer
INZILO PAY, Florida

Node js backend developers create unit testing on jest, desktop app (created an app using PAX api that can communicate with our server). Created a personal crypto currency for Inzilo using Ethereum (DAPPs) and used Web3 and API for communicating(transaction) with it, tested with metamask and infura.io, created ERC-223 token. Testing(Using Jest) and Deploying project to server.

Mar 2019 - Nov 2019

Game Developer(Unity3D/2D)
KEF Studios Limited, Gloucestershire, United Kingdom

Made logic and implemented it in their game which brought games to life. Implemented ads to their game.

Nov 2018 - Feb 2019

Desktop App
MegTools, Karachi, Pakistan
Created desktop apps like POS.

Education:

PAF Karachi Institute of Economics & Technology (PAF-KIET)

Bachelors in Science Computer Science

2017 - 2021

Skills:

Unity 3D/2D | AR | VR -> 3 Years
Deployed some games on the playstore, I have been working on Unity Engine for 3+ years now I do personal projects. Some of them are deployed. Have experience with 8th Wall XR and Vuforia and I have created a personal AR like system with unity gyro but not as robust as Vuforia.

Node Js -> 3 Years
Currently working professionally and working with some libraries like express, mongoose, OAuth, multer, cron, typeorm, ws, jest, superagent etc to develop robust apps. http://inzilo.com/
https://bookzilo.com/
http://inzilo.com/ecommerce
http://ghsure.com/

JavaScript/TypeScript -> 3 Years Since I have started working on Node.js I used typescript

React.js | Redux -> 2 Years
Developed server side rendering application using node as a backend and React as a front end. Mostly familiar with react hooks.

C# -> 4 Years
Developed mostly desktop apps and games on unity but also have some experience with .NET MVC with Microsoft SQL. Can view projects in my github repos.

JavaScript/TypeScript -> 3 Years
Since I have started working on Node.js I have used typescript.

Java Core -> 2 Years
Have developed a game engine from scratch using opengl and platform games with eclipse ide. Can view projects in my github repos.

C++ -> 2 Years
Converted the engine which was developed in JAVA which led me to have some experience in it and now using it for speed programming. Can view projects in my github repos.

MySql -> 2 Years

MongoDB -> 2 Years

Interests:
• Game Development
• Web Application
• AR | VR | XR
• AI | ML

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