Mubashar Tariq

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ABOUT MYSELF

Professional Summary
Motivated and detail-oriented Software Engineer with a strong background in Unity 3D development and game design. Skilled in creating innovative solutions, collaborating with cross-functional teams, and managing projects from concept to deployment. Currently pursuing a Master's in Project Management at the University of Latvia. Seeking opportunities to contribute technical expertise to challenging projects.

EDUCATION AND TRAINING

09/07/2018 – 10/08/2022 Faisalabad, Pakistan
BS SOFTWARE ENGINEERING Government College University Faisalabad

Address 38000, Faisalabad, Pakistan | **Website** www.gcuf.edu.pk | **Level in EQF** EQF level 6

15/09/2024 – CURRENT Riga, Latvia
MASTERS IN PROJECT MANAGEMENT University of Latvia

Website https://www.lu.lv/en/ | **Level in EQF** EQF level 7

LANGUAGE SKILLS

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

DIGITAL SKILLS

Game developer | DevOPS (basic level) | GIT version control, Linux Command | c# with unity3d | 2D ,3D Unity | Advanced knowledge of Unity | Unity(VR) | Project Mangment

WORK EXPERIENCE

01/10/2022 – 30/10/2023 Islamabad, Pakistan
SOFTWARE ENGINEER SKIPPY APPS

Responsibilities:
- **Game Conceptualization**: Collaborated with the team to create innovative game concepts and storylines tailored to target audiences.
- **Development**: Engineered game mechanics, level design, and gameplay systems using Unity 3D and C#.
- **Asset Integration**: Integrated 3D models, textures, and animations into the game engine, ensuring seamless interactions between assets.
- **Cross-Platform Development**: Developed games for multiple platforms, including Android, iOS, and desktop, ensuring compatibility and performance optimization.
- **Prototyping**: Created functional prototypes to test new gameplay features and mechanics, incorporating user feedback to refine the experience.

- **Team Collaboration**: Partnered with designers, artists, and QA testers to deliver polished and engaging gaming experiences.
- **Live Updates & Maintenance**: Released game updates to add new features, resolve bugs, and improve player retention metrics.

Achievements:
- Reduced development time through efficient use of tools like Unity Asset Store and automation scripts.
- Contributed to the development of [multiplayer/AR/VR] games, pushing the technical boundaries of the team's capabilities.
- Implemented analytics tracking systems to monitor player behavior and enhance gameplay experiences.

Tools & Technologies:
- Unity 3D, Unity Engine, C#, Git, Visual Studio

02/11/2023 – 30/06/2024 Islamabad, Pakistan
APPLICATIONS ENGINEER AH GAME STUDIO

Key Responsibilities:
- **Game Design & Development**: Designed and developed engaging 2D and 3D games using Unity 3D, ensuring high performance and smooth gameplay experiences.
- **Scripting**: Wrote optimized C# scripts to handle game mechanics, user interactions, and AI behaviors.
- **Collaboration**: Worked closely with designers, artists, and testers to deliver cohesive and visually appealing game experiences.
- **Optimization**: Improved game performance by optimizing assets, shaders, and rendering processes, achieving better frame rates on multiple platforms.
- **Platform Deployment**: Published games across various platforms, including PC, mobile (iOS and Android), and web.
- **Integrations**: Integrated APIs for ads, in-app purchases, and analytics to enhance user experience and revenue generation.
- **Debugging & Testing**: Identified and resolved bugs to maintain high-quality standards throughout the development cycle.

Key Achievements:
- Successfully launched games with high user engagement and positive reviews.
- Increased game performance by 20% through effective optimization strategies.
- Collaborated on multiplayer game development, integrating server-client communication protocols.
- Designed intuitive UI/UX elements to enhance player interactions.

Tools & Technologies:
- Unity 3D, C#, Visual Studio, Git, Blender, Photoshop, and Unity Asset Store resources.

RECOMMENDATIONS

Available upon request.