Umar Razzaq

Unreal Engine Developer

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Highly motivated and adaptable Unreal Engine Developer with **over 2 years** of experience across **AAA** and **indie games**. Specializing in gameplay systems, AI-driven mechanics, multiplayer replication, and UMG, using Blueprint and C++. Proven ability to deliver performance-optimized features, collaborate in fast-paced game dev environments, and solve complex technical challenges with creativity and passion.

💼 PROFESSIONAL EXPERIENCE

DEVSINC, Game Developer   06/2023 – present | Lahore, Pakistan

- Developed two Endless Runner games using Blueprint & C++ with enhanced lane-switching mechanics, boosting player retention by 20%.
- Built Listen Server multiplayer framework with IP matchmaking, enabling seamless peer-hosted sessions with minimal latency.
- Extended the Lyra Sample Project by adding custom UMG systems and unique Gameplay Abilities, tailoring it for production-level scenarios.
- Contributed to Path of Titans (AAA title) by optimizing combat mechanics using the Gameplay Ability System (GAS).
- Designed and deployed 4+ complex AI types (Zombie, Melee, Shooter, Sword) using Behavior Trees, EQS, and Animation Blueprints by improving player engagement by 30%.
- Designed a tactical AI Squad System in an FPS-TPS hybrid where players used real-time voice commands to control teammates and battle intelligent enemies.
- Integrated GPT-based logic in a poker game, dynamically generating strategic bot behavior based on real-time game state inputs.
- Created cinematic experiences for Digimans, integrating City Sample, MetaHumans, and Convai to enable natural, real-time character conversations.
- Designed and implemented an interactive Drive-Thru Assistant system using MetaHuman, Speex, STT APIs, LLMs, DataTables, and WebSockets for real-time lip-sync, gestures, and dialogue.
- Enhanced the same system with a robot character using morph-driven eye animation, replacing MetaHuman while preserving full expressiveness.
- Engineered a full character creation pipeline from Blender > CC4 > Audio2Face, including complex facial topology mapping for expressive lip-sync and performance capture.
- Successfully resolved complex Audio2Face facial topology challenges and documented the workflow.
- Built a Custom Character Builder Plugin for Shiba Company, enabling live runtime customization: body shape, gender, clothing, accessories—all driven by modular DataAssets.
- Created custom Unreal Editor Utility Widgets to automate asset import, material assignment, and actor configuration workflows, saving 15+ dev hours weekly.
- Created tools like Spline Animation Toolkit, Runtime Terrain Generator, and HSV Color Picker to accelerate production workflows.
- Integrated 3rd-party plugins (XandraCharCreator, Sentry) for enhanced debugging and character creation.

- Built an advanced Architecture Visualization System with a complete pipeline from Blender to UE5, automated using a custom Blender Add-on and Unreal material automation tools, reducing artist workload by 40%.

CYBRNODE, Flutter Developer ✐   07/2022 – 10/2022 | Lahore, Pakistan
- Developed and deployed multiple mobile applications using Flutter:
- To-Do App for productivity task tracking.
- Water Reminder App that encourages healthy water intake habits through scheduled notifications.
- Password Manager App inspired by Google Password Manager, allowing users to store, retrieve, and generate secure passwords.
- Contributed to a live German client project, adding new features and improving UX. Built and integrated "Kim" AI Chat Assistant using IBM LLM services, enabling smart conversational features.
- Focused on building scalable UI, maintaining state using providers, and integrating APIs securely.

🎓 EDUCATION

University of engineering and technology (UET),   2019 – 2023 | Lahore, Pakistan
Lahore, Bachelors in Computer Science ✐
- Completed the program with 82% marks.
- Final Year Thesis: "Step by Step" – A Mobile Organizational Controller App
  Built a mobile app enabling hierarchical task and team management, improving workflow efficiency for organizations.

🌐 LANGUAGES

English   ● ● ● ● ○   Urdu   ● ● ● ● ●

🧩 CREATIVE SOFTWARE SKILLS

- Figma
- Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Premiere Pro
- Blender

🧩 TECHNICAL SKILLS

Unreal Engine 4 & 5 (Blueprints & C++)   **AI Programming**

Subsystem & Plugin Development   **UMG**   **Gameplay Ability System** (GAS)

Multiplayer   **Custom Editor Tools & Utility Widgets**   **LLM Models Integrations**

System Architecture   **Version Control** (Git, Plastic, Perforce, Diversion)   **Python**

ACHIEVEMENTS

Hyper Helper Title, Devsinc 🔗

Recognized for exceptional teamwork, rapid problem-solving, and consistent delivery on core gameplay systems.

Kamalian, Kaar-e-Kamal 🔗

Volunteer member in a nonprofit helping 4,000+ underprivileged families across 65+ cities through monthly aid drives.

CERTIFICATES

- Flutter Developer 🔗
- WordPress – DigiSkills.pk 🔗
- Freelancing – DigiSkills.pk 🔗

INTERESTS

Gaming │ Drawing │ Research and Experiments