

Umar Razzaq *Unreal Engine Developer*

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Highly motivated and adaptable Unreal Engine Developer with over **2 years** of experience across **AA** 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.

TECHNICAL SKILLS

Game Engines & Languages: Unreal Engine 4, Unreal Engine 5, C++, Blueprint Visual Scripting, Python

Core Competencies: Gameplay Programming, AI Programming (Behavior Trees, EQS), Multiplayer Networking, Gameplay Ability System (GAS), Animation Systems, UI/UMG Development, Performance Optimization

Tools & Systems: Subsystem Architecture, Plugin Development, Custom Editor Tools, Utility Widgets, Profiling, Memory Management, Physics Systems

Version Control: Git, Perforce, Plastic SCM, Diversion

Integration: Large Language Models (LLM), API Integration, WebSockets, Speech-to-Text (STT), Text-to-Speech (TTS), MetaHuman, Convai, Audio2Face

3D & Design Tools: Blender, Adobe Photoshop, Adobe Illustrator, Adobe XD, Figma

PROFESSIONAL EXPERIENCE

Tensei Games, Game Developer

Jan 2025 – Present | Lahore, Pakistan

- Optimized Maelstrom Stream gameplay, resolved critical UI bugs and multiplayer replication issues, reducing player-reported bugs by 40%
- Contributed to Path of Titans (AA title) by optimizing combat mechanics using the Gameplay Ability System (GAS), improving system responsiveness by 25%
- Designed and implemented an interactive Drive-Thru Assistant system using MetaHuman, Convai, STT APIs, LLMs, DataTables, and WebSockets for real-time lip-sync, gestures, and natural dialogue
- Engineered a complete character creation pipeline from Blender to CC4 to Audio2Face, including complex facial topology mapping for expressive lip-sync and performance capture
- Created custom Unreal Editor Utility Widgets to automate asset import, material assignment, and actor configuration workflows, saving 15+ development hours weekly
- Developed production tools (Spline Animation Toolkit, Runtime Terrain Generator, HSV Color Picker) that accelerated team workflows by 30% and reduced iteration time
- Integrated 3rd-party plugins (XandraCharCreator, Sentry in iOS) for enhanced debugging and character creation

Mora Games, AI Engineer (Contractor)

Jul 2024 – Dec 2024 | UAE (Remote)

- Architected a comprehensive AI system for Karnak Legacy, a mobile Web3 extraction shooter supporting PvP, PvPvE, and PvE game modes

- Designed and implemented intelligent Bot Players that simulate authentic player behaviors, including exploration, combat tactics, looting patterns, and extraction strategies
- Created a multi-tier Zombie AI system with 5 enemy types (Standard, Spitters, Exploders, Shielded, Crawlers) featuring squad coordination, flanking behaviors, and dynamic aggro management
- Built Seth Boss AI with three-stage difficulty progression, special abilities (summon reinforcements, AoE attacks, teleportation), environmental interaction, and intelligent player tracking
- Implemented adaptive difficulty scaling systems that adjust AI behavior, spawn rates, and aggression based on match progression and player skill metrics
- Optimized AI performance for mobile platforms using profiling tools and memory management, maintaining 60 FPS with 20+ concurrent AI entities

DEVSINC, Junior Game Developer [🔗](#)

Jun 2023 – Jun 2024 | Lahore, Pakistan

- Designed and implemented Endless Runner gameplay systems in C++ and Blueprint with enhanced lane-switching mechanics, achieving 20% increase in player retention
- Extended Lyra Sample Project by implementing custom UMG systems and unique Gameplay Abilities, tailoring architecture for production-level game development scenarios
- Built Listen Server multiplayer framework with IP matchmaking, enabling seamless peer-hosted sessions with minimal latency
- Designed and deployed 3+ complex AI types (Melee, Shooter, Sword) using Behavior Trees, EQS, and Animation Blueprints, improving player engagement metrics by 30%
- Integrated OpenAI-based logic in a poker game, dynamically generating strategic bot behavior based on real-time game state inputs and player patterns

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.

PROJECTS

DIShooter, AI Squad System UE5, Voice Recognition [🔗](#)

- Developed a tactical AI system for FPS-TPS hybrid, allowing players to control teammates via real-time voice commands
- Integrated Behavior Trees, EQS, and context-aware AI decision-making for intelligent squad coordination and enemy engagement

Avatar Builder, Unreal Engine 5, C++, Plugin Development [🔗](#)

- Built a Custom Character Builder Plugin enabling live runtime customization (body shape, gender, clothing, accessories) driven by modular DataAssets, reducing character setup time by 60%
- Implemented modular architecture enabling dynamic character modification without editor restart

Design Spire, Architecture Visualization | UE5, Python [↗](#)

- Developed an interactive architectural visualization system with real-time interior customization, variation systems, lighting control, and free navigation
- Automated production pipeline for rapid assets creation and material assignment, reducing artist workload by 40%.

LANGUAGES



AWARDS

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