



MUHAMMAD ZOHAIB

GAME DEVELOPER

PROFILE

As a game developer, I design and implement engaging gameplay mechanics, ensuring a seamless player experience. I collaborate with cross-functional teams, including artists, designers, and marketers, to create immersive and marketable games. My role involves optimizing game performance, troubleshooting technical issues, and integrating user feedback to enhance gameplay. I have more than a year of experience in creating immersive game features and optimizing performance.

WORK EXPERIENCE

PUGSDE SOLUTION

2023 - PRESENT

Jr Game Developer

- **Key To Escape** (An engaging gameplay with coins collecting System Player have to find keys to pass on the next stage and).
- **Bridge Race & Rush** (User have to collect tiles and then move towards the bridge to make way to cross the bridge during this he have to face competitors and at the end anyone who first complete the way he will wins the race and stand first in that level).
- **Snake Dodge** (Snake Dodge is a survival game where you compete against AI snakes to grow the largest by eating food. The biggest the snake will be strongest one and the winner).

FREELANCING

2022-PRESENT

Developed and Sales

- **Car Crashed** (An engaging gameplay with a car crashed system user failed when he crashes the car, (Car Controller System)).
- **Out of Sight** (User have to play safe and complete the stage without facing enemies also he can kill them but it will be good that he didn't face them otherwise he also gets attacked and can be killed, (I use Navmesh and Built in AI in Unity)).
- **Shop Management** (I have Developed a shop management system in which i can select the the item and it can dragabble and rotatable and the data is stored in PlayerPrefs).

UNIVERSITY PROJECTS

- **Wreck-to-Riches(FYP):** In this game Player will get an amazing and adventurous environment he have to wreck the crates that will be protected by Bots after killing them he gets alphabets and after completion he have to sort that alphabets by fixing puzzle.

ACHIEVEMENTS

Developed and published multiple games available for download on Play Store and Amazon.

- [Bridge Race](#)
- [Bridge Rush](#)

CONTACT

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EDUCATION

02/2020-01/2024

BACHELOR'S IN COMPUTER SCIENCE
COMSATS UNIVERSITY, ISLAMABAD,
WAH CAMPUS

COURSES

- Data Structures
- Game Development
- Artificial intelligence
- Design And Analysis Of Algorithms
- Object Oriented Programming

SKILLS

- UI & UX Design
- Effective Communication
- Teamwork and Leadership
- Critical Thinking and Time Management
- 3D Modeling and Animation
- Game Engine Proficiency(Unity)
- Game Design And Development
- Programming Languages(C++,C#)

LANGUAGES

- English (Advanced)
- Urdu
- Punjabi