

EDUCATION

Bachelor in Game Design
(CGPA: 3.24)
Riphah International University, I-14,
ISB (March, 2021 – Jan, 2025)

Intermediate
BISE, Rawalpindi
Marks: 1100/532
Feb, 2017 – Nov, 2019

Matriculation
BISE, Rawalpindi
Marks: 1100/744
Jan, 2014 – April, 2016

PTE Preparation
Encore Star College & Academy
Jan, 2025 to March, 2025

SKILLS

- Game Design
- Level Design, GDD Creation, UI/UX Flow
- 3D Art:
- Blender, ZBrush, Substance Painter, Photoshop
- Design & UI Tools:
- Figma, Illustrator, After Effects, Rive
- Engines & Scripting:
- Unreal Engine (Blueprint), Unity (C# Basics)
- Other Skills:
- Character Modeling, Environment Design, Texturing, Agile Development, Playtesting

LANGUAGES

- English
- Urdu
- Punjabi

PERSONAL INFORMATION

Father's Name: Mumtaz Hussain
Date of Birth: 23-06-1997
Nationality: Pakistani
Marital Status: Single
CNIC #: 82303-1523427-7
Passport #: AX0274271
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Phase 5B, Ghouri
Town, Islamabad

DANISH MUMTAZ

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WORK EXPERINCE

Graphic Designer Dec, 2019 to May, 2020
Artech Mania (Rawalpindi)

- Working as a Junior Graphic Designer.
- Working as a Team Leader.
- Working on Interior Design and Exterior Design as well.

Game Designer Jan, 2024 to June, 2024
Thunder World Studio, Islamabad

Key Responsibilities & Achievements

- Designed and developed engaging game mechanics, UI/UX interfaces, and player progression systems aligned with project goals.
- Created high-quality 3D models and textures for characters, environments, and props using Blender, ZBrush, and Substance tools.
- Developed and implemented intuitive user interfaces using Figma and Adobe tools, ensuring seamless player experience.
- Modeled and textured realistic and stylized environments to support narrative and gameplay design.
- Applied knowledge of basic programming and scripting (e.g., Blueprint in Unreal or C# in Unity) to prototype mechanics and support team implementation.
- Contributed to character modeling and rigging workflows, ensuring animation-readiness and design consistency.
- Collaborated with artists, developers, and sound designers in an agile environment to bring cohesive game concepts to life.
- Utilized game engines like Unreal Engine and Unity to implement and refine game features from concept to playable build.
- Participated in gameplay balancing, user testing, and feedback sessions to iterate and polish game systems.

Game Designer March, 04, 2025 to August, 31, 2025

LYNXIZ (Islamabad)

Working as a Game Designer.

EXTRACURRICULAR ACTIVITIES

Game Jams Participation

- Took part in 48-hour game jams like Global Game Jam and itch.io events to rapidly prototype and design original games in a collaborative environment.
- **Personal Game Projects***
- Developed and published self-made games on platforms like itch.io, showcasing skills in game design, 3D modeling, UI/UX, and basic programming.
- **Online Game Design & 3D Art Courses***