Danyal Tariq Game Developer / Engineer

- 🏹 https://danyaltariq.netlify.app/
- ✉ danialtariq43@gmail.com
- in linkedin.com/in/danyaltariq43
- ⬡ https://github.com/willowshadow
- ⯈ https://play.google.com/store/apps/dev?id=8293382555189675623
- 📞 +923359739089
- 📍 Islamabad, Pakistan

As an innovative game programmer and indie game developer with 3 years of professional experience in mobile game development, I thrive in fast-paced, deadline-driven environments. My expertise lies in project management, optimization, gameplay, and user engagement, and I have a proven track record of delivering high-quality products on time and within budget. I am passionate about creating immersive and engaging gaming experiences and am constantly seeking new ways to push the boundaries of what is possible in the field. I am now seeking a role as a game programmer or game engineer where I can leverage my skills and experience to create exciting new games and drive the industry forward.

🎨 SKILLS

| Unity 3D | C# | Optimization *(Gameplay, Network)* | Architecture / Design Patterns |

Project Management *(JIRA ,Trello)* · Source Control *(Github, PlasticSCM)* · Network *(NetCode)*

Platform *(Android,IOS)* · WebGL · Simulation *(Algorithms, Vector Math)*

🎓 EDUCATION

Bachelors of Computer Science, *Bahria University, Islamabad*

💼 PROFESSIONAL EXPERIENCE

Oct 2022 – present
Remote

Sr. Game Developer, *Stax 3*
- Working on Breshnaverse , a Web3 project. The Breshnaverse is based on a virtual carnival of 273,746.2 Stands (number spells out BRESHNA on phone keypad) and will be introduced in Phase 2. Stands are physical spaces in the Breshnaverse owned by users to publish, display and share their Breshna games.
  - https://breshna.notion.site/Breshna-White-Paper-c7408c6dd293493e8fbc663cefbc4b35 ⬀
- Developed and managed games for GRID project Breshna.io
- Contribute in research and development of new features and methods.
- Implemented Third Party services and analytics.

Feb 2022 – Dec 2022
Islamabad, Pakistan

Game Developer, *Funsol Technologies PVT Ltd.*
- Provided technical assistance to other developers, optimizing product performance and streamlining workflows.
- Stayed up-to-date with the latest technologies and trends in game development through research and experimentation, identifying new opportunities for product enhancement that resulted in a 15% increase in user engagement.
- Successfully introduced newer technologies and tools to the development team, resulting in a ~40% reduction in development time and increase in product quality.
- Conducted technical interviews with potential new employees, evaluating their technical abilities and fit for the team.
- Maintained close coordination with manager to ensure that product quality standards were met and delivered on schedule, resulting in a 100% on-time delivery rate for product releases.

- Actively participated in research and development of new game development technologies, resulting in the successful integration of new technologies into the product, resulting in increase in user retention.
- Collaborated with cross-functional teams, including artists, designers, and producers, to ensure seamless integration of new technologies into the product and a 25% reduction in bug reports.

Nov 2020 – Jan 2022
Islamabad, Pakistan

Game Developer, *Spartans Global PVT Ltd.*
- Developed and managed multiple 2D mobile video games simultaneously, ensuring that project goals and deadlines were met while maintaining high quality standards.
- Collaborated with project manager to ensure that company's requirements and goals were met, resulting in successful project delivery and high customer satisfaction.
- Conducted code reviews and provided extensive code documentation support, resulting in a 20% reduction in bug reports and improved development efficiency.
- Suggested improvements to overall workflow of the process for new projects, resulting in reduction in development time and increased productivity.
- Utilized bug and ANR resolution tools such as Android Logcat, Stack trace utility, and Memory Profiler to identify and resolve issues, resulting in reduction in app crashes and improved app stability.
- Demonstrated effective communication and teamwork skills, collaborating with cross-functional teams including artists, designers, and producers to ensure seamless integration of various game elements into the final product.