



DANYAL TARIQ

GAME DEVELOPER/ENGINEER

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PROFILE

Innovative game programmer adept at working in fast-paced and deadline driven environment with experience in mobile game development. Efficient at developing mobile 2D and 3D games and planning technical aspect of Game development life cycle. Intermediate experience in optimization, gameplay and user engagement with 1.5+ Years professional experience in game development. Looking for role of Game programmer/ Game engineer.

SKILLS

- Unity/ C#
- Unreal Blueprints
- Architecture Design/Development
- Bug/ ANR Resolution
- Version Controlling
- SOLID Principles
- Game Optimization
- Code/Asset Optimization
- Unity Spine 2D

EDUCATION

BACHELORS OF COMPUTER SCIENCE

Bahria University, Islamabad
2016 - 2020

- *Developed 3 mini Games using SFML C++ Library for programming subjects.*

EXPERIENCE

GAME DEVELOPER

Funsol Technologies PVT Ltd.

02/2022 - Present

- Technical assistance to other developers in optimization of product. Introduce them to newer technologies and improved workflow.
- Conducted technical learning **sessions** for juniors and internees.
- Train subordinates in development and game coding.
- Research & Development of new technologies in game development domain and their uses in product enhancement. Conduct technical **interviews** with panel for potential new employees.
- Apply Design Patterns and Architecture to solve relevant problems.
- Close coordination with manager to deliver quality product.

JR. GAME DEVELOPER

Spartans Global PVT Ltd.

11/2020 - 01/2022

- Worked on multiple mobile video games simultaneously and communicated with project manager to ensure that the company's goals and requirements were met within deadline.

INTERESTS

- Unity New Tech geek
- Real world Sim in Unity
- Crypto
- RTS Games
- Sci-Fi Movies

- Solved Memory related issues using **Addressables** as highly optimized solution.
- Collaborated with management on the constant improvement of the technical aspects of game development process to maximize automation and efficiency. Increased the efficiency by 20%.
- Developed games using optimized, reusable code and best practices, and made use of **Scriptable Object Architecture**.
- Developed 2D games, completed code reviews, managed documentation for the project with extensive code documentation support, suggested improvements to overall workflow of the process for new projects and performed other tasks as assigned.
- Solved various ANRs related to Android Crashes to improve product quality.
- Worked on various bug and ANR resolution tools such as Android Logcat , Stack trace utility & Memory Profiler. Worked on unity thread ANR prevention relative to third party plugins such as Admob, Firebase etc.
- Technical assistance to other projects within team to solve issues hence improving game performance and reduced ANR ratio.

PROJECTS

SURGEON SIMULATOR

[https://play.google.com/store/apps/details?](https://play.google.com/store/apps/details?id=com.dino.hunting.dinosaur.hunt.best.sniper.shooting.games)

[id=com.dino.hunting.dinosaur.hunt.best.sniper.shooting.games](https://play.google.com/store/apps/details?id=com.dino.hunting.dinosaur.hunt.best.sniper.shooting.games)

WACKY LEGENDS

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[id=com.sg.rumble.royale.shooting](https://play.google.com/store/apps/details?id=com.sg.rumble.royale.shooting)

SANTA PINPULL

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[id=com.santa.gift.pinpull.free.games&hl=en&gl=US](https://play.google.com/store/apps/details?id=com.santa.gift.pinpull.free.games&hl=en&gl=US)

BOTTLE SHOOTER

[https://play.google.com/store/apps/details?](https://play.google.com/store/apps/details?id=com.door.target.bottle.shoot)

[id=com.door.target.bottle.shoot](https://play.google.com/store/apps/details?id=com.door.target.bottle.shoot)

OTHERS

Technical Assistance related to KPI's, Architecture Planning and Performance Improvements