ZEESHAN AHMED KHI

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Skills

- C#|C++|Java|Kotlin|Javascript|Bootsrap|React|PHP|MYSQL|Shell Script|MongoDB|Git
- Dynamics 365|Jira|Eclipse|Blender|AltUnity Tester|Figma|Adobe Photoshop|Adobe Illustrator
- Game Development|Software Testing|OOP|Unity Engine|Android Studio|UI/UX|English

Experience

UI/UX Designer   **Freelance**   *Khi,Pak* **June'23-Present**

- Designing user flows and wireframes to map out the user experience using Figma, Adobe Photoshop & Adobe Illustrator.
- Creating visual designs for the user interface, prototyping the design to test it with users and make necessary changes, revising and iterating on the design based on feedback from users and clients.

Game Developer   **Mindstorm Studios**   *Lhr,Pak* **Nov'22-Oct'23**

- Develop high-quality games, applications, and simulations that captivate target audiences.
- Enhance existing projects including UX/UI elements with a focus on product quality and deliver exceptional user experiences.
- Optimize performance and memory usage to ensure smooth gameplay experiences.
- Debug and fix issues, ensuring the overall stability and functionality of projects. Optimize the game engines, editor and related tools to ensure optimal performance.
- Participate in code reviews and provide constructive feedback to enhance project quality.

Project Manager, Contract   **GAO Tek Inc.**   *Dxb,UAE* **Jun'21-Dec'21**

- Collaborating with customers and prospects to gather and define requirements. Taking complete ownership for all communication; including status reporting, risk management, escalation of issues that cannot be resolved in the team.
- Setting and managing client expectation early; being aware of potential issues that require proactive communication. Encouraging a positive working environment across disciplines and teams, resulting in stronger alignment and project coordination.
- Overseeing and supporting the analysis, design and development of mobile and web application development projects.
- Implementing Agile based methodologies to ensure quality delivery of projects within the allocated timeline. Leading the team with agile mindset by transferring company culture and values to junior resources.
- Managing and leading a team of software developers, SQAS and designers, assigning tasks to team and ensuring implementation as per requirements.

Education

Bachelors of Science   **FAST NATIONAL UNIVERSITY**   *Khi,Pak* **Aug'20-PRES**

- Majored in Software Engineering

Projects

- **SPACE SHOOTER:** Created a 2D arcade mobile game. [Unity, C#, Android]
- **MAKHI MUSIBAT:** Created a 2D Hyper Casual mobile game. [Unity, C#, Android, Illustrator]
- **LIGHT WEIGHT VM:** Created a customized LINUX VM. [Shell Script, LINUX]
- **MATCHING GAME:** Created a 2D matching game. [Visual Studio]
- **QUIZ APP:** Created an android based quiz app. [Android Studio, Kotlin]

Certifications

- **Introduction to 2D & 3D Game Development**   [Udemy, 2023]
- **Introduction to Android Development using Kotlin**   [Udemy, 2022]
- **Introduction to DBMS & SQL**   [Datacamp, 2021]