

MUHAMMAD MOIZ UL HAQ

Unreal Engine Developer // C++

moizulhaq914@gmail.com | +971 55 719 1072 | Abu Dhabi, UAE — Remote Worldwide

PROFESSIONAL SUMMARY

Unreal Engine Developer with 5+ years architecting gameplay systems, multiplayer networking, and immersive experiences in C++. Shipped titles across virtual cycling, naval combat, battle royale, and medical training simulations. Specialised in performance-critical C++ systems, network optimisation, and scalable architecture — consistently reducing latency, memory usage, and frame drops while mentoring teams and elevating code quality.

TECHNICAL SKILLS

Languages: C / C++ (expert), Python | **Engine:** Unreal Engine (5+ yrs), Blueprints, Gameplay Framework

Core: Multiplayer Networking, System Architecture & Design, Game Programming, Performance Profiling & Memory Optimisation

Practices: REST API integration, UI systems, Haptic feedback, Code refactoring & modularity, Cross-functional collaboration, Mentoring

WORK EXPERIENCE

Unreal Engine Developer ●

MyWhoosh | Dec 2025 – Present | Abu Dhabi, UAE

- Implement new features to enhance overall user experience and product quality on a virtual cycling platform.
- Design and architect scalable gameplay systems aligned with production requirements.
- Conduct R&D; to improve performance, stability, and development workflows.

Sr. Unreal Engine Developer (C++)

Devsinc | Jul 2024 – Oct 2025 | Lahore, Pakistan

- Implemented complex multiplayer networking solutions in C++ that reduced synchronization delays by 10%.
- Mentored junior developers on Unreal Engine and C++ best practices, boosting team productivity.
- Conducted performance profiling and memory optimisation, reducing memory usage by 5%.

Unreal Engine Developer (C++)

iBLOXX Studios DMCC | Dec 2023 – Mar 2024 | Dubai, UAE

- Developed C++ gameplay systems improving player-interaction realism; achieved a 20% reduction in session latency through optimised network handling.
- Designed C++ interfaces for haptic feedback systems, increasing player engagement.
- Refined existing C++ code for modularity, reducing bugs and accelerating future development.

Unreal Engine Developer (C++)

BIG IMMERSIVE | Jun 2021 – Dec 2023 | Lahore, Pakistan

- Developed core mechanics in C++ improving player retention through enhanced realism.
- Refactored C++ code to optimise memory management, reducing load times and improving performance.
- Reduced frame-rate drops by 15% through targeted C++ performance optimisations.

Jr. Unreal Engine Developer (C++)

OZ | Dec 2020 – Jun 2021 | Lahore, Pakistan

- Contributed to C++ gameplay features for sports simulations, enhancing real-time player responsiveness by 25%.
- Implemented UI features in C++ within Unreal Engine, improving user satisfaction.

Jr. Unreal Engine Developer (C++)

Services Hospital | Oct 2019 – Sep 2020 | Lahore, Pakistan

- Built a desktop medical-training app in Unreal Engine helping house-job doctors practise on virtual patients.
- Developed a doctor-inventory system and environment interaction (pick/move objects).
- Built the full application UI and integrated in-house REST APIs to train and examine doctors.

SELECTED PROJECTS

- **MyWhoosh** — Virtual Cycling Platform. Indoor racing, training, and events built on Unreal Engine. mywhoosh.com
- **Maelstrom** — Online Multiplayer Naval Combat. Grim-fantasy naval combat — captain Orc, Dwarf, or Human warships; FFA & team matches. store.steampowered.com
- **StrayShot** — Third-Person Battle Royale Shooter. Fast-paced TPS battle royale with high-quality graphics; solo & squad play. strayshot.game
- **Virtua Art Gallery & Fancave** — Interactive Virtual Experiences. Customisable digital-collectible Fancave and exclusive Virtua Art Gallery built in Unreal Engine. fab.com