MUHAMMAD MOIZ UL HAQ

SOFTWARE DEVELOPER

CONTACT

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EDUCATION

2015 - 2019
Superior University

- Bachelor of Software Engineering
- GPA: 3.0 / 4.0

SKILLS

- Game Development
- Unreal Engine
- C++
- Debugging
- Performance Analysis
- Multiplayer

LANGUAGES

- English (Fluent)
- Urdu (Fluent)

PROFILE

As a passionate Software Engineer specializing in game development, I bring a robust skill set in C++, Unreal Engine, and multiplayer game design. With a strong technical foundation and a creative mindset, I have developed an adeptness in creating immersive, engaging multiplayer experiences that keep players coming back for more. My journey in game programming is marked by a commitment to continuous learning and improvement. I thrive in dynamic environments where I can solve complex problems using a mix of innovative thinking and solid engineering principles. My expertise in Unreal Engine has enabled me to build high-quality, scalable game features effectively and efficiently. I am eager to connect with other gaming professionals and companies that are at the forefront of technology and creativity. Let's push the boundaries of what's possible in the gaming world together!

WORK EXPERIENCE

iBLOXX Studios DMCC — Sep 2023 - Present
Unreal Engine Developer

- Making a new feature for the game called (Stray Shot).
- Enhancing and developing a UI.
- Multiplayer gameplay features.
- Systems for the game. (Friends system, Progression)

BIG IMMERSIVE — June 2021 - Sep 2023
Unreal Engine Developer

- Did a lot of Research and Development (R&Ds) for helping the team to develop systems easily.
- Write a script for Encryption/Decryption of a API requests and Responses to secure the the calls between the server and user. I scripted it in Python.
- Develop a system to for regualarly updates and patches for fixing this issue I worked on ChunkDownloader and Patching System to fix this issue.
- Develop a loading screen systems for level streaming (it just opens the loading widget on the viewport while the streaming is going and then it just hide from the parent) or level traveling (totally written in C++ and loading screen is also develop in slate).
- I did do a code optamization for the entire game, I use the unreal insight for optimization. according to it firstly our game took almost 1 minute to load after optimization it took 0.66 seconds to load.

- Worked on a Game networking like API's (I develop a plugin to make relationship between game and backend services, Although it is in-house plugin so that it just developed especially to keep the backend structure in mind.) and Multiplayer (I did worked but not much I develop a system for session management using EOS (Epic Online Services) as we are using a Dedicated servers. I did a lit bit of work in other aspects of multiplayer like replication and else.)
- Develop a Player character and controller with the animaiton using c++ and blueprints, it is having a Bindings for keyboard/mouse and controller

OZ   Dec 2020 - June 2021
Jr. Unreal Engine Developer

- Unreal Development (Blueprints and C++)
- Tool design for Spawning Meshes at runtime
- User Interface Design
- Unreal Engine Plugin

Services Hospital   Oct 2019 - Sep 2020
Jr. Unreal Engine Developer

A Desktop Application developed in the Unreal engine to help the house job doctors in practicing with different medical conditions just using their computer.
It contains different features like:-
- Inventory
- Interaction with the environment
- User Interface
- API Implementation
- Multiplayer