

## Contact

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## Top Skills

Software Design  
Game Programming  
Data Structures

## Languages

Punjabi (Native or Bilingual)  
Arabic (Elementary)  
Urdu (Native or Bilingual)  
English (Professional Working)

## Certifications

Sports Man  
Blood Donner

## Publications

Button Kit  
Multithreaded Downloader  
Assets Validation

# Muhammad Moiz ul haq

Unreal Engine | Game Development | C++ | Debugging |  
Performance Analysis | Expert in High-Performance Software  
Solutions | Software Engineering | UI Enhancements | Multiplayer  
Lahore, Punjab, Pakistan

## Summary

As a passionate Software Engineer specializing in C++, I bring a comprehensive skill set and a dedication to developing high-performance software solutions. My expertise lies in leveraging the power of C++ to design and implement efficient, scalable, and robust applications.

My journey in software engineering is marked by a commitment to mastering the intricacies of C++ and employing its capabilities to solve complex problems. I have a keen eye for optimization and a deep understanding of object-oriented programming, memory management, and algorithm design. This technical foundation allows me to create software that is not only functional but also highly efficient.

I thrive in collaborative environments where I can apply my problem-solving skills and innovative thinking to tackle challenging projects.

My approach is rooted in solid engineering principles, ensuring that the solutions I develop are reliable, maintainable, and scalable.

I am eager to connect with other professionals and organizations that are at the cutting edge of technology and innovation. Together, let's drive the future of software engineering and push the boundaries of what we can achieve with C++.

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## Experience

### Tensei Games

Senior Software Engineer (C++)

October 2023 - Present (1 year 7 months)

Lahore, Punjab, Pakistan

- Developed and optimized C++ code for AI-driven battle simulations, improving NPC response times and reducing memory overhead.

- Integrated real-time rendering optimizations using C++ in Unreal Engine, improving frame rates in large-scale environments.

- Implemented complex multiplayer networking solutions in C++ that reduced

synchronization delays by 10%.

- Wrote custom C++ scripts to enhance physics simulation, improving player immersion in dynamic environments.

- Mentored junior developers on Unreal Engine and C++ best practices, contributing to overall team productivity.

- Conducted performance profiling and memory optimization using C++, reducing memory usage by 5%.

## Devsinc

### Senior Software Engineer

October 2023 - Present (1 year 7 months)

Lahore, Punjab, Pakistan

- Developed and optimized C++ code for AI-driven battle simulations, improving NPC response times and reducing memory overhead.

- Integrated real-time rendering optimizations using C++ in Unreal Engine, improving frame rates in large-scale environments.

- Implemented complex multiplayer networking solutions in C++ that reduced synchronization delays by 10%.

- Wrote custom C++ scripts to enhance physics simulation, improving player immersion in dynamic environments.

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- Conducted performance profiling and memory optimization using C++, reducing memory usage by 5%.

## iBLOXX Studios DMCC

### Software Engineer (C++)

August 2022 - September 2023 (1 year 2 months)

United Arab Emirates

- Developed gameplay systems in C++ for immersive VR simulations, improving

player interaction realism using Unreal Engine's physics engine.

- Implemented advanced C++ rendering techniques, enhancing visual quality and

performance for VR experiences by 18%.

- Optimized networking code in C++ for multiplayer VR sessions, reducing latency and improving connection stability.

- Designed C++ interfaces for haptic feedback systems, increasing player engagement in VR environments.

- Refined existing C++ code for modularity, making future development more

efficient and reducing bugs.

- Achieved a 20% reduction in VR session latency through optimized C++ network handling.

## BIG IMMERSIVE

Software Engineer (C++)

June 2021 - July 2022 (1 year 2 months)

Lahore District, Punjab, Pakistan

- Developed core mechanics and physics simulations using C++ in Unreal Engine,

improving player retention by enhancing realism.

- Wrote optimized C++ code for real-time rendering pipelines, increasing frame rate consistency in resource-heavy VR environments.

- Created custom AI behavior trees and pathfinding algorithms in C++, improving

NPC interactions and engagement by 14%.

- Refactored C++ code to optimize memory management, reducing load times and improving performance across platforms.

- Collaborated with artists and designers to integrate assets into VR environments using C++ scripting, ensuring smooth gameplay.

- Reduced frame rate drops by 15% through C++ performance optimizations.

## OZ

Jr. Software Engineer (C++)

December 2020 - June 2021 (7 months)

Lahore District, Punjab, Pakistan

- Contributed to the development of C++ gameplay features for sports simulations, enhancing player responsiveness in real-time interactions by 25%.

- Developed physics-based ball dynamics in C++, increasing realism and accuracy

in in-game physics.

- Assisted in optimizing AI opponent behaviors using C++, improving challenge and user engagement.

- Implemented UI features using C++ in Unreal Engine, improving user satisfaction through responsive interfaces.

- Collaborated with senior engineers on debugging and optimizing C++ code, improving overall performance and reducing reported issues.

## Services Hospital

Jr. Software Engineer (C++)

October 2019 - September 2020 (1 year)

Lahore District, Punjab, Pakistan

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:-

- I have developed an inventory system for a doctor that can manage the data for that specific doctor according to the virtual patient he/she is treating.
- this system helps the doctor to interact with the environment like picking up objects and moving them around.
- User Interface for this whole application
- I also implemented rest API to the application as those APIs are I house build and also have all the information regarding the doctor's result because this application is to train and examine the doctor

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## Education

Superior College

BS Software Engineering , Computer Science · (2015 - 2019)