

PROFILE

Highly innovative and versatile game developer with 2+ years' experience in designing captivating gameplay experiences. Demonstrated leadership in managing successful game projects, adept at solving technical challenges and optimizing performance. Strong team player with excellent interpersonal skills and the ability to work independently. Passionate about pushing the boundaries of interactive entertainment and seeking opportunities to contribute to the gaming industry's growth.

PROJECTS/GAMES

Sell me Something! (Capstone Project) 2023

- Lead Game Designer for an exciting local multiplayer party game, developed in Unreal Engine 4, earning a final rating of 98% upon completion.
- Spearheaded the design and programming of core mechanics and systems, such as camera implementation, inventory system with UI, cash register mechanics, and winning conditions.
- Contributed expertise in cart mechanics and status effect systems, elevating the overall gameplay experience.

Coffee Run 2022

- Successfully developed a 2D mobile game using Unity, showcasing captivating gameplay mechanics.
- Designed and integrated in-game power-ups accessible through an in-game store, enhancing the game's excitement and replayability.
- Implemented strategic ad placements to monetize the game effectively while ensuring a seamless user experience.

3D POOL 2022

- Implemented physics and splines to create an immersive arcade experience, offering players score multipliers for added excitement.
- Integrated a high-score leaderboard, enabling players to compete and showcase their achievements in the game.

Enemies of Tetris 2021

- Successfully completed a challenging 2D Action/Platformer assignment in Unity, utilizing C# for coding.
- Created an engaging side-scrolling experience enriched with dynamic power-ups and diverse enemy types, adding depth and excitement to the gameplay.

FireFury 2021

- Pioneered a thrilling fast-paced side-scroller, showcasing agile movement mechanics like wall-jumping and a dynamic grapple hook feature, elevating the gameplay experience with innovative mechanics and responsive controls.

TECHNICAL SKILLS

Programming/Mark-Up Languages:	C#, C++, Unreal Blueprints, JavaScript, HTML, CSS
Game Engines:	Unity, Unreal Engine 4, Construct 3
Graphics Applications:	Adobe CC Suite (Photoshop, Illustrator, Premiere, After Effects)
3D Applications:	3DS Max
Productivity:	MS Office Suite, MS Visual Studio, GitHub, Trello
Photography/Videography:	DSLR Cameras, Photo and Video Editing (Adobe CC Suite)
Communication Languages:	Primary – English; Secondary – French, Urdu, Arabic

EDUCATION

Diploma, Video Game Design & Development 2022

Toronto Film School – Graduated with 4.07/4.3 GPA, President's List, Honour's List

Bachelor of Science, Science 2021

York University

WORK EXPERIENCE

ABC Learning, Teacher (Online) 2021 – Present

Homewood Health Care, Home and Clinic Health Care Coordinator 2019 – 2021

York University Special Events Department, Photographer/Videographer 2016 – 2018

FAVOURITE GAMES

Batman Arkham Series, Spider-Man, Assassin's Creed, God of War, For Honor, Far Cry Series, Star Wars Jedi: Fallen Order