WAQAS AHMAD BHATTI

Game Developer

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🔗 github.com/waqaas993 📍 Islamabad, Pakistan ☆ udemy.com/user/waqasahmadbhatti/

EXPERIENCE

Game Developer

Infinity Games 📅 03/2021 - Present 📍 Odivelas, Portugal (Remote)

- Contributing as a Unity developer for **Pack & Match 3D** and **Linea**
- Providing continuous support for 4 core apps deployed at wear platform
- Assisting the UA team with their campaigns and prototyping **Luna Playable Ads**
- Ensuring reusability of code with focus on modular code architecture
- Implementing google app scripts for convenient Firebase remote config deployment

Senior Game Developer

Creatrixe Pvt Ltd 📅 01/2018 - 06/2018 📍 Islamabad, Pakistan

- Led a team of 5 developers, resulting in the completion of 3 Unity projects
- Improved code quality by conducting code review sessions with junior game developers
- Reported to stakeholders for possible solutions in core gameplay mechanics during initial stages
- Scheduled weekly code reviews for scalability and mentored the juniors

Associate Game Developer

Creatrixe Pvt Ltd 📅 10/2016 - 12/2017 📍 Islamabad, Pakistan

- Implemented **PHP** web APIs for weekly leaderboards and tournaments
- Utilized **DoTween** for UI animations
- Improved level conversions by 15% by integrating Firebase and Google Analytics services
- Developed animation controllers for humanoid rigs using Unity's **Mecanim** and programmed AI for non-player character controllers

Game Developer Intern

Creatrixe Pvt Ltd 📅 06/2016 - 09/2016 📍 Islamabad, Pakistan

- Demonstrated adaptability by rapidly learning new programming concepts and frameworks in Unity
- Developed core gameplay mechanics from scratch
- Integrated Google Play Games for user authentication, achievements, and leaderboard
- Integrated unity purchasing for in-app purchases

VOLUNTEERING

Course instructor

Udemy 📅 08/2019

- Published a MOOC on Udemy, enrolling 1,500+ students
- Achieved a course rating of 4.0+, reflecting high student satisfaction
- Provided support, addressing student queries to enhance learning
- Maintained engagement, contributing to long-term course success
- https://www.udemy.com/course/facebook-leaderboard-development-for-unity-android-ios/

Lab Assistant

CTEC - Xi'an Jiaotong University 📅 08/2019 📍 Xi'an, China

- Assisted Professor Li Bo in managing lab sessions for Python programming
- Delivered beginner-level Python lectures to students
- Conducted hands-on Python exercises
- Addressed student queries and graded lab assessments for evaluation

SUMMARY

I have a proven track record with six years of game development experience, successfully publishing games on both the Play Store and App Store. I specialize in Unity development and have contributed to notable projects such as Linea and Pack & Match3D. Furthermore, I am also proficient in Wear OS porting and Luna Playable Ads.

EDUCATION

Masters of Engineering in Computer Science

Xi'an Jiaotong University

📅 08/2018 - 06/2020 📍 Xi'an, China

Bachelors of Science in Computer Science

COMSATS University

📅 08/2012 - 06/2016 📍 Islamabad, Pakistan

SKILLS

Unity3D | C# | Python | Javascript

MySQLi | Git | Google Analytics

Firebase | Addressables

shader graphs | Python | XCode

Observer pattern | SOLID Principles

CERTIFICATION

Your Ultimate Guide to Shader Graph for Beginners

https://www.udemy.com/certificate/UC-51822a6c-4018-4678-99aa-4286b8555ad8/

SOLID Programming: Single Responsibility Principle in Unity

https://www.coursera.org/account/accomplishments/records/CSV94UC5GX6D

A Beginner's Guide To Machine Learning with Unity

https://www.udemy.com/certificate/UC-IE7C0LI7/

The Beginner's Guide to Artificial Intelligence (Unity 2022)

https://www.udemy.com/certificate/UC-HBR91RG9/