

Ali Ahmad

Senior Software Engineer



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Objective

Seeking an exciting and challenging position as a Game Developer in a company where my Programming skills and knowledge can be used to the fullest. 3+ years of professional experience developing video games for both IOS and Android. Constructed solutions to unforeseen problems in a timely manner.



Qualification

Feb-2017 - Jan-2021 Bachelor of Science: Software Engineering
Comsats University Islamabad, Pakistan



Work History

Mar-2022 / Present Senior Software Engineer
Geniteam Solutions, Lahore, Pakistan

- I have develop more than 7 games from scratch.
- Develop game or feature and use optimize coding practices.
- Make sure deliverables don't have anything missing.
- Implementation of best coding and design practices Bug free product
- Requirement Gathering/Understanding (Level discussion, Feature discussion)
- Gives art requirements and review them.
- Time estimation for development sprint plan.
- Make sure deliverables don't have anything missing.
- Profiling
- Resolve team tech issues.
- Present new frameworks or technologies

- Implement game functionality as per communicated design.
- Live Ops (New Levels, Bug Fixing, Optimization, and Plugins Change).

Nov-2020 / Feb-2022 **Associate Software Engineer**

Brilliant Gamez, Lahore, Pakistan

- Make sure deliverables don't have anything missing.
- Resolve team tech issues.
- Develop new games (Prototype).
- Present new frameworks or technologies.
- Implement game fun
- Functionality as per communicated design.



Projects

Nick & Tani: Funny Story

- **Description:** This is the story of a popular boy and a popular girl battling it out for glory.
- **Play Store Link:** <https://play.google.com/store/apps/details?id=com.zatg.nick.tani.lovepuzzle&>
- **App Store Link:** <https://apps.apple.com/us/app/nick-tani-funny-story/id6444481633>
- **Major Responsibilities:**
 - Work in team of 3 peoples to develop this project.
 - Reduce game ANR and improve game vitals.
 - Design game levels and cinematic.
 - Adjust level progressions and improve game experience.
 - Develop enemy AI.
 - Do profiling to reduce ANR and memory size of game to reduce GPU overhead.
 - GA Logs and Design events.

Pull the String: Nick's Quest

- **Description:** Nick's quest for gold and to impress Tani starts now, but he has to rescue her from Scary Teacher.
- **Play Store Link:** <https://play.google.com/store/apps/details?id=com.zatg.rescue.que-st>
- **App Store Link:** <https://apps.apple.com/us/app/scary->

[impostor/id1553861818](https://play.google.com/store/apps/details?id=com.zatg.catchme.pranks)

- **Major Responsibilities:**
 - Develop game from scratch.
 - Reduce game ANR and improve game vitals.
 - Design game levels and cinematic.
 - Adjust level progressions and improve game experience.
 - Worked on enemy AI.
 - Discuss game UI, Models and Animations with art team.
 - Analysis game data using Game Analytics and discuss with Principal Software Engineer and Project Manager to improve it.

Hide N' Prank

- **Description:** The rivalry between Nick & Miss T has no end; Nick & Tani are ready to teach her a lesson! Occult pranks are fun! Even more interesting at the teacher's place.
 - **Play Store Link:**
<https://play.google.com/store/apps/details?id=com.zatg.catchme.pranks>
 - **Major Responsibilities:**
 - Develop project from scratch.
 - Write player and AI modules.
 - Work in team of 2 peoples to develop this project.
 - Design game levels and cinematic.
 - Adjust level progressions and improve game experience.
 - GA Logs and Design events.
 - Resolve team member's technical problems, review their code and improve it.