Amjid Iqbal
Professional Game Developer

Professional Game Developer with over 5 years experience in Unreal engine working with different projects help me adopt to changes quickly. I can work under pressure and adhere to strict deadlines.

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EDUCATION

Study Program
Bachelor of Science in Software Engineering CECOS University of Emerging Sciences

Courses
- Software Engineering

WORK EXPERIENCE

Surreal Estate Online Gaming LLC (04/2022 - 04/2023)
- Head Developer: I was responsible for organizing everything with the development team. Guiding them to get to the target on time and reduce the cost of the project. Make the team work together and hit the target according to User requirements. Developed the Game from scratch using Blueprint Scripting and C++ languages. Increased user engagement for the game Complete Crop system for different plants and harvesting them for earning real money. Real time money earning system Complete Building system Animals System by using Behavior Tree implementation. 4 types of animals are implemented there. Procedural Land Generation where Each Player owns a specific plot of land and will play in that area and will make money from there. API Integrations for two types of in-game coins and providing specific land slot to each player.

Cecos Battle Royale Game
- University Project
- Coding Part was done by me

Shooter (06/2017 - 07/2017)
- Fiverr Client
- Level Designing,Blueprint Scripting including Player blueprint Scripting, AI scripting and Abilities systems for player.

Adventure Combat (11/2018 - 02/2019)
- Fiverr Client
- Blueprint Scripting, AI creation including Mannequin and Animal AI, Level designing, Inventory System, Worked with Structures, Enumeration, Data tables etc..

ThirdPerson Shooter Prototype (06/2019 - 08/2019)
- Client from Fiverr
- All the project was done by me excluding 3d Modeling.
- Level designing, Blueprint Scripting, Inventory System, AI Creation and behavior tree for the AI

FirstPerson Shooter Prototype (02/2020 - 04/2020)
- Client from Fiverr
- Level designing , Blueprint Scripting including Player Blueprint, AI blueprint, Inventory System, Building creation from Geometry tool

Survival Game (06/2020 - 08/2020)
- Upwork Client
- Blueprint Scripting , Level Designing , AI System and Behavior Trees, Weapon System, XP System, Inventory System, Animal System, Crop system, Building System

SKILLS

Game Development · Unreal Engine · Blueprint Scripting · Unity 3d · Unity 2d · 2D and 3D games · Web Designing · HTML · CSS · Front End Development · API Integration

CURRENT ORGANIZATION

Inceptive Studios LLC (04/2023 - Present)
Head Developer: We are making NFT's for the clients all over the world and We are making games for clients which include international and Direct clients. I am working as a Head Developer at Inceptive Studio LLC, Dubai. Working on Otherside Project, which is a multiplayer game. My Responsibility includes Managing Whole team to achieve the functionalities, focusing on time, Cost and Quality of Product. I have worked on Arcade Games, Libretro Games i.e Tekken2, Prince of Persia etc Skate Boarding, BiCycle and MotoVehicle Riding, Inventory System, Weapon System, Character Changing Ability at runtime, Dog Riding/Flying System, Gliding, and Zip-line System

LANGUAGES

English
Full Professional Proficiency

Urdu
Full Professional Proficiency

Hindi
Professional Working Proficiency

Pashto
Full Professional Proficiency

INTERESTS

BasketBall · Cricket · Batminton