# Syed Ali Moayyad

Mobile: +92 344 4108654; Email ID: ali.syed1219@gmail.com; Address: Lahore, Pakistan
https://www.linkedin.com/in/ali-syed1219/

## EDUCATION

**City University of London**                                            September 2023 – October 2024

MSc Computer Games Technology
*Relevant Courses*: Game Design & Development, Advanced Games
Technology, Games Architecture

**Forman Christian College and Chartered University (FCCU)**            September 2016 – June 2020

BS(Hons) Computer Science
*Relevant Courses*: OOP, DB, Software Engineering, OS

**Forman Christian College and Chartered University (FCCU)**            September 2014 – June 2016

FSC Pre-Engineering
*Relevant Courses*: Physics, Math, Chemistry

**Beaconhouse School System**                                          February 2004 – May 2014

Matriculation
*Relevant Courses*: Biology

## EXPERIENCE

**DuoLabz**                                                             July 2022 - June 2023

- *Senior Software Engineer*
  - Successfully leading a team of 7 developers, fostering collaboration, ensuring project milestones were met, and delivering high-quality mobile and PC games.
  - Experienced Game Developer specializing in Unity, with proficiency in C#, C++, and Express frameworks. Skilled in developing 2D, 3D games using modern programming standard and best practices.
  - Expertise includes:
    - Implementing full-cycle game development solutions, from concept design to final build deployment.
    - Leveraging Unity tools for efficient game development, including C# scripting, animation systems, and physics engines.
    - Conducting thorough code reviews, debugging, and performance optimization.
    - Collaborating with cross-functional teams to align technical solutions with creative goals.

- *Game Developer*                                                     September 2020 – June 2022
  - Led end-to-end development of immersive games using Unity, C#, physics engines, animation systems, and 3D asset integration.
  - Successfully executed client communications, project planning, and task estimation, implementing interactive gameplay mechanics, creating and estimating sprint backlog tasks, conducting code reviews, and delivering polished, high-performance game builds using Unity and C#.

**Regexsoft**                                                          June 2019 – August 2020

- *Unity Game Developer*
  - Developed and deployed multiple interactive 3D games using Unity and C#, focusing on optimized performance and engaging gameplay mechanics.
  - Collaborated with designers and artists to integrate assets, animations, and VFX, ensuring alignment with creative direction.
  - Led bug fixing, code optimization, and version control management, delivering projects on time with high-quality standards.

- *Game Intern*                                                       March 2019 – May 2019
  - Assisted in developing core gameplay mechanics and interactive features using Unity and C#.
  - Collaborated with senior developers and artists to integrate assets, animations, and UI components.
  - Participated in debugging, performance optimization, and testing to ensure smooth gameplay experiences.

## PROJECTS

- US Police Car Transport Career
  https://play.google.com/store/apps/details?id=com.vehicle.police.car.transporter.hq

- FPS Shooting Gun Strike War 2
  https://play.google.com/store/apps/details?id=com.fps.shooting.game.hq

- Taxi Car Games
  https://play.google.com/store/apps/details?id=com.crazy.taxi.simulator.hq

- Royal Pizza Food Delivery Game
  https://play.google.com/store/apps/details?id=com.hq.pizza.food.delivery

- City Bus Coach Driving Career
  https://play.google.com/store/apps/details?id=com.urban.bus.simulator.hq

- Creepy Bear Teddy Horror House
  https://apps.apple.com/us/app/creepy-bear-teddy-horror-house/id1662072026

- Supreme Stickman Fighting Game
  https://apps.apple.com/us/app/supreme-stickman-fighting-game/id1591736966

## LANGUAGES & TOOLS

- Unity
- Android Studio
- Visual Studio
- Intellij
- Firebase
- GitHub
- Jira
- Slack
- Trello
- C#
- C++
- JAVA
- Kotlin

## Certifications

- Game Development (Unity 3D)
- Certified Android Application Development.

## Development Spectrum

- Physics
- Blockchain & Wallet Integration
- API Integration
- SDK Integration
- Multiplayer
- Animations/Transitions
- Waypoints System
- Sound Implementation
- Game AI
- User Interface(UI)
- Ads Integration
- In App Purchase

## Architecture

- MVC
- MVP
- MVVM

## Platforms

- Mobile Games
- WebGL Games
- PC Games

## ADDITIONAL SKILLS

- Management & Leadership Communication Skills
- Decision Making and Problem-Solving Data Analysis & Reporting Innovation and Creativity

## Interests

- Traveling
- Camping
- Social Work
- Current Affairs