Muhammad Muneeb

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EDUCATION

BACHELORS IN COMPUTER SCIENCE | National University of Science and Technology

2019 – 2023 | Islamabad, Pakistan | GPA: 3.71

SKILLS

ART AND DESIGN
- 3D Modelling   • Shading
- Lighting

PROGRAMMING

Languages
- C/C++/C#   • JS   • Python
- Rust   • Ruby

Unreal Engine
- 1 YOE and counting

Unity
- 16 months of experience

Rust
- 6 months of experience
- WGPU   • Iced-rs

Godot
- 6 months of experience

Web Development
- MERN stack   • NextJS
- NestJS

Docker

AWS

Azure

STRONG SUITS
- Imagination
- Natural Sciences
- Optimizations
- Data manipulation
- Operating systems
- Debugging
- Code maintenance
- Multi-agent systems
- Designer tools
- Improvisation

ABOUT ME

Computer Scientist and Technical artist. I specialize in making programs for outlandish requirements. In that pursuit, I learn skills like collectibles.
You want it? I can make it. I don't know it? Not for long.

EXPERIENCE

BRICKSOL (JAN 2024-PRESENT) Senior Game Developer | Unreal Engine | AngelScript | FullStack
- Technical lead on client projects
- ArchViz/Digital Twins for commercial products delivered on the web
- Tool creation for planning, pre-production,level design and artist convenience
- Training and managing junior designers and developer.
- Design and deployment of multi-layered systems with scalability and fault tolerance in mind.

SYSTEMS LIMITED (JULY 2023-DECEMBER 2023) | NodeJS | FullStack
- Contributed to various client projects related to web development
- Received training on industry standard tools
- Created internal tools for presales/client procurement
- Trained interns to work with established tooling

TINTASH (JUNE 2022-SEPTEMBER 2022) | 3Ds Max | WebGL | MaxScript | Godot | Unreal Engine
- Explored asset pipeline for a web-based 3d renderer
- Identified blocks in the pipeline, including major bottlenecks in VRay-PBR conversion. Automated VRayMaterial to Physical Material conversion using MaxScript
- Created a portable CLI tool in Godot to quickly generate normal maps from bump/tangent map

Find a broader portfolio at vacuity.online/portfolio

PERSONAL PROJECTS

PROJECT GASLIGHT | Unity | C# | Flask | Python | MongoDB
- Framework to create self-modifying, infinitely replayable games.
- Editor extensions to facilitate process for designers
- Rich AI system with FluidBT integration
- Behaviors that learn from player activities to then counter optimal paths, leading players to explore levels generously
- Data fabrication tools for designers to test their programs

INTERESTS

- Emergent behaviors   • Action RPGs   • Single player stories
- Novels   • Fighting Games