

AHSAN AKBAR

Game Developer

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📍 Woking, Surrey

SUMMARY

With a wealth of experience in the dynamic world of game development, I've honed my skills in creating immersive and engaging gaming experiences, always staying at the forefront of industry trends. My journey has led me to tackle a wide range of gaming genres, making me your trusted partner in this thrilling realm.

My career has encompassed a multitude of design facets, from crafting mesmerizing game environments and dynamic gameplay mechanics to shaping captivating narratives and ensuring seamless user experiences. From my early days in front-end development to my current role as a PC games developer. When you choose to work with me, you're not limited to a single path. I offer a spectrum of creative possibilities for us to explore together, tailoring our approach to suit your unique vision and goals. Let's embark on a gaming adventure like no other, where innovation knows no bounds, and your game's success is our shared mission.

EXPERIENCE

Lead Programmer, Game Developer

Game Jam 2019

📅 10/2019 - 11/2019 📍 University of Westminster

I have participated in a Game Jam back in 2019 where the goal was to create a game within a week based on a theme given. This was within a group of 4 and in the end we were successful in creating a game

- Got into groups and brained-stormed an idea from scratch based on a theme that was chosen
- Developed a 3D game from Monogames in 1 week
- Best game was based from a voting poll

EDUCATION

Bachelor of Games Development

University of Westminster

📅 09/2019 - 05/2023 📍 London, United Kingdom

REFERENCE

Available On Request

SKILLS

C# Blueprints Python

Autodesk Maya Adobe Photoshop

STRENGTHS



Interpersonal Skills

Listen attentively, speak candidly, and treat others respectfully.



Results Oriented

Focus on the key goals and deliver results with excellent quality and in a timely fashion.



Life-long Learner

Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

ACHIEVEMENTS



My 1st Game!

Single-handedly developed my first game prototype!
Which is an endless runner 3D game



Team-player

Been the lead programmer in a Game Jam. Had to lead 3 other students towards creating a successful game



Technical Skills and Tools

Mastered two game engine, one being Unity and another being Unreal Engine

Currently working on an MMORPG that consist of a network system hosted by Photon Pun

LANGUAGES

C#
Proficient



Blueprints
Advanced

