




# Anas Iqbal


## Gameplay Programmer


An enthusiastic gameplay programmer with 5+ years of professional game industry experience & strong skills in Unity 3D & C#.

[anasiqbal@outlook.com](mailto:anasiqbal@outlook.com) 

+92-341-5188021 

<https://anasiqbal.github.io> 

<https://linkedin.com/in/anasiqbal55> 

Islamabad, Pakistan 

## SKILLS

- Proficient in Unity 3D, C#, Core game systems development (gameplay, UI, camera, AI, animation, optimization)
- Experience working with C++, Objective-C, Python, Unreal Engine, Shader Scripting, HTML, CSS, JavaScript
- Comfortable with Git/ SVN, Jira, Trello, Scrum/ Agile methodologies.

## WORK EXPERIENCE

### Gameplay Programmer

Half Human Games Inc., Florida, USA 

May 2019 – Present

Part-Time, Remote, Islamabad, Pakistan

- Fixed issues in existing game mechanics
- Improved code design for existing game systems and frameworks
- Prototype and Implement new game mechanics, weapons and enemy AI

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### Software Engineer

Binex Solutions (Pvt.) Ltd., Islamabad, Pakistan 

June 2014 – Present

Full-Time, On-Site, Islamabad, Pakistan

- Programmed & shipped over a dozen apps & games (still counting).
- Designed & Implemented core gameplay mechanics, UI, animations, camera systems, lottery systems.
- Optimized graphics, gameplay & UI on multiple games using profiling tools.
  - o **Optimized a game to run smoothly at 60 fps on iPhone 4s using real-time lighting.**
  - o **Optimized a game UI to achieve at least 10% performance gain & up to 60% gain on low end devices.**
- Developed game systems/ frameworks for faster game development cycles, which are used in every project team works on. (**e.g. Menu System, Ad Network Manager, Achievement System, Levels Manager**)
- Setup build automation system, automated version numbering, build uploading for internal testing.
- Coordinate & communicate project asset requirements with designers.

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## EDUCATION

### BS. Computer Science

National University of Computer & Emerging Sciences

2010 – 2014

Islamabad, Pakistan

## PROJECTS

For a look at a complete list of my projects please visit my portfolio at <https://anasiqbal.github.io>.