

# WAQAS AHMED

GAME GENERALIST



## CONTACT



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Islamabad, Pakistan



## ABOUT ME

Game developer and animator with 7+ years of experience in developing games and creating animations. My professional journey began as a software developer, later evolving into a role as an animator for a prominent streaming platform. Focused on game development, I consistently contribute to prototype projects during personal time. I possess a diverse skill set that spans programming, design, modeling, rigging, and animation. Positioned as a valuable asset, I am well-prepared to contribute effectively to innovative projects.



## SKILLS

### Game Development

Designign	Game Maker Studio
Animation	Unity 3D
Programming	Construct2D
Deployment	

### Software Development

Programming	Dot Net
Database Management	Visual Studio
Deployment	C#

### Designing

Sketching	Adobe Photoshop
Vector Desinging	Adobe Illustrator
3D Modeling	Blender
UI Designing	Inkscape

### Animation

Rigging	Blender
3D Animation	Adobe After Effects
2D Skeletal Animation	Adobe Animate
Particles and VFX	Maya



## LANGUAGES

URDU

ENGLISH

JAPANESE



## EDUCATION

### BCS - BACHELOR OF COMPUTER SCIENCE 2013 - 2015

VIRTUAL UNIVERSITY OF PAKISTAN

ISLAMABAD, PAKISTAN

Expertise: Information Technology

### MCS - MASTER OF COMPUTER SCIENCE: 2016 - 2018

NATIONAL UNIVERSITY OF MODERN LANGUAGES ISLAMABAD, PAKISTAN

Expertise: Information Technology



## JOB EXPERIENCE

### GAME DEVELOPER

2014 -2015

ZOKO Games/ Islamabad, Pakistan

I was responsible for developing mobile games as a solo developer. I did stuff like prototyping, programming, designing graphics, desisnging character, animation, level designing etc.

### COMPUTER TECHNICIAN

2015 -2016

Nexus Computer Center/ Talagang, Pakistan

My job included setting up computer systems for specified requirements, diagnosing and repairing hardware and software issues of computers, setting up networks etc.

### SOFTWARE DEVELOPER

2017 -2018

Microcode Solutions/ Islamabad, Pakistan

I developed various management softwares like POS systems, HIS systems etc for Desktop and Web platforms. I was also responsible for deploying such systems for clients.

### CHARACTER DESIGNER, ANIMATOR

2018 -Present

Tippling Points Technologies/ Islamabad, Pakistan

I am responsible for designing and modeling characters. I duties also include making short 2D and 3D animations aswell as technical animations fulfilling developer's requirements. Furthermore, I edit and compose sounds for such animations.