AJWAD IMRAN

+971-563-700601 · ajwadimran7@gmail.com

Education

COMSATS University Islamabad, 2014 - 2018
Bachelors in Software Engineering

Experience

Lead Gameplay Engineer (UE5), Material10   Remote
September 2022 - Present

- Gameplay Mechanics (3Cs, AI, Weapons) for PC/Console RTS game.
- Build multiplayer features (Steamworks) i.e. Lobbies, Sessions, Replication
- Setup and maintain CI/CD pipeline. (Jenkins)
- Manage the production of the project from a technical standpoint.

Senior Unreal Engineer (Contract), Arvikasoft   Remote
March 2023 - August 2023

- Brought multiplayer functionality to Digital Twin VR app.
- Added new multiplayer features to the Digital Twin's desktop app.
- Integrate new UI/UX for the Digital Twins

Senior Unity Engineer (Contract), Statespace   Remote
May 2022 - September 2022

- Design, build and refactor gameplay features for Aim Lab PC project.
- Port the Aim Lab to mobile and manage the Live ops / CDN pipeline
- Support the partnerships team by branding Aim Lab for sponsors.

Senior Software Engineer (UE4), PureRealism   Remote
September 2021 - April 2022

- Develop the multiplayer(auth, lobbies, voice chat)
- Develop Gameplay features (Characters, Cameras, Interactables) for a VR based meeting platform.
- Design / Build / Optimize photogrammetry content delivery pipeline

Software Engineer L3 (Tools / Tech Art) , Quixel - Epic Games   Islamabad, Pakistan
August 2018 - November 2021

- Design the front-end and backend of Quixel Bridge's export module.
- Develop Quixel Bridge's plugins for Unreal Engine, Unity, 3ds Max, Maya, Cinema 4D, and Blender.
  Notable projects
- Image Processor (It is being used in Quixel Bridge and Megascans pipeline cloud tools.)
- Unreal Engine 5's Quixel Bridge pipeline setup.
- Built tools to the test 3d models, plant's vertex data, texture artifacts, and test Quixel Bridge plugins.

Gameplay Engineer (Unity) (Part-time), Giant Fox Studios   Remote
June 2016 - November 2016

- Develop core gameplay mechanics and UI/Controls.
- Optimize the code, materials/shaders, VFX, sounds, and rendering pipeline.
- Port games to mobile platforms (iOS/Android/Amazon).

Skills

Unity 3D, Unreal Engine 5, Unreal Engine 4, C#, C++, Python, Gameplay Programming, Multiplayer (Epic Online Services and Steam)**, Game AI** (Behavior Trees and GOAP)**, Engine Tools and Plugin development, Jenkins, Azure, AWS.**

Other skills

Javascript (React, Next, Node, Electron)**, CI/CD, Live Ops, Perforce, Git.**