

M. Farukh Jamal

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PROFESSIONAL EXPERIENCE

RIFT GAMES.

Lahore, Punjab

Team Lead

2023-Present

Senior Unity Developer

2022-2023

Completed the development of a web-based tavern builder, boosting user engagement by 25% through advanced mechanics. Orchestrated the entire development of a turn-based RPG, integrating character customization and auto-battle features. Promoted within 6 months due to strong performance and organizational impact (one year ahead of schedule).

- Designed the base building architectures and developed the infinite runner component, transferring it to the broader team for completion.
- Successfully ported infinite runner and base building game to web and updated the in app purchases to stripe payments increasing revenue generation chances by 35%.
- Supervised the seamless porting of the character customizer to web platforms, ensuring smooth transitions. Also engineered the campaign mode for tactical RPG turn based auto-battle.
- Added playfab integration for data saving and loading that increases the game stability by 40% as players can save game states both online and offline.
- Integrated key ad networks and SDKs, driving 1,000 daily active users and increasing revenue.
- Established a rigorous source control culture, enhancing code review processes by 20% and minimizing deployment errors by 15%.
- Spearheaded key projects, increasing user adoption by 25% and streamlining development processes by 30%.
- Launched the MVP on Android and iOS, shortening development timelines by 30%.

FRAG GAMES

Lahore, Punjab

Unity Engineer

2019-2022

Hired as a fresh graduate as an associate Unity Engineer and quickly manifested my skills as a programmer and removed critical bug fixes from an existing game increasing its stability by 10%.

- Initiated a multiplayer card-based game with server team using google protocol buffers and a 2D casual card game, improving user retention by 20%.
- Contributed to the development of a PC action RPG, focusing on NavMesh-based movement and procedural dungeon generation.
- Resolved critical multiplayer issues, boosting game stability by 15%.
- Optimized a bee simulation game, resulting in a 10% improvement in responsiveness and performance.
- Integrated Facebook matchmaking via Photon PUN, increasing player engagement by 25%.
- Created a comprehensive tutorial system for a PvP turn-based strategy game, streamlining onboarding by 20%.
- Added building and research time functionality in an RTS game with the ability to speed up the build and research time using buffs.
- Implemented UI/UX of RTS game to improve user intractability by 20% as a good user interface attracts more users to the game.

EDUCATION

NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES

Lahore, Punjab

Bachelor of Engineering, Major in Computer Science; Minor in Mathematics

2014-2019

- Completed the bachelors of computer science with practical and theoretical implementations of computer science concepts.

FORMAN CHRISTIAN COLLEGE

Lahore, Punjab

Pre Engineering, Major in Mathematics

2012-2014

- Completed Pre Engineering with advanced knowledge of mathematics and practical sciences.

ADDITIONAL INFORMATION

- Technical Skills: C/C++, C#, Java, JavaScript.
- Game Engines: Unity 3D, Unreal Engine (basic).
- Development Tools: Visual Studio, Rider, Git, Plastic SCM, Visual Code, SQLite.
- Game Development: Multiplayer Development, Augmented Reality, Virtual Reality, Entity Component Systems (ECS), Playfab, Linux Game Servers, Docker, Firebase.
- Core Competencies: Multiplayer System Development, AI Programming, UI/UX.
- Languages: Fluent in Urdu; Conversational Proficiency English
- Awards: Employee of the Year (2022); Best Team Lead (2023)

PROFESSIONAL PROJECTS

- Death Travelers: A cross-platform game combining base-building and infinite runner mechanics. Released early access version on mobile platforms, cutting production time by 30%.
- Mythic Legions: A tactical RPG with character customization, based on Four Horsemen Studios' characters.
- Mr President: A 2D decision based card game like reigns successfully launched as early access on android Play Store.

For a comprehensive overview of projects, please visit: <https://github.com/farukhjamal>