



MUHAMMAD SHAHEER

GAME DEVELOPER | C++ PROGRAMMER | FULL STACK DEVELOPER

CONTACT

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- Tehsil Batkhela,
District Malakand,
KPK, Pakistan

SKILLS

PROGRAMMING

- C++ Programming
- Object-Oriented Programming
- Data Structures & Algorithms
- Database Management

GAME DEVELOPMENT

- Unreal Engine
- Open 3D Engine (O3DE)
- Gameplay Programming
- Game Design Principles
- Asset Integration

3D DESIGN

- Blender
- 3D Modeling
- Basic Animation
- Environment Design

WEB DEVELOPMENT

- Full Stack Website Development
- AI-Assisted Web Solutions
- Website Management

TOOLS & TECHNOLOGIES

- Visual Studio
- Unreal Engine
- Blender
- VS Code
- Git & GitHub
- MySQL / SQLite
- Adobe Photoshop (Basic)

LANGUAGES

- English
- Urdu
- Pashto

INTERESTS

- Game Development
- C++ Programming
- Artificial Intelligence
- 3D Design & Animation
- Content Creation
- Full Stack Development



PROFESSIONAL SUMMARY

A dedicated and enthusiastic Information Technology student with a strong interest in Game Development, C++ Programming, and Software Engineering. Experienced in developing interactive applications using Unreal Engine, Open 3D Engine, and Blender. Skilled in full-stack web development, database management, AI-powered solutions, and graphic design. Passionate about creating innovative software and gaming experiences while continuously improving technical and problem-solving skills.



EDUCATION

- Bachelor of Science in Information Technology (BSIT)** 2022 – Present
University of Malakand, KPK, Pakistan
Currently in 6th Semester
CGPA: 3.48 / 4.00
- Diploma in Information Technology (DIT)** 2023 – 2024
Completed: 02 October 2024
Marks: 1105 / 1400
- Higher Secondary School Certificate (FSc Pre-Medical)** 2020 – 2022
Oxford Education Academy, Batkhela
Completed: 01 October 2022
Marks: 841 / 1100
- Secondary School Certificate (SSC/Matric)** 2018 – 2020
Oxford Education Academy, Batkhela
Completed: 22 February 2020
Marks: 901 / 1100



WORK EXPERIENCE

- Freelance Game Developer & Programmer** 2023 – Present
 - Developed game prototypes using Unreal Engine and Open 3D Engine.
 - Created 3D assets and environments using Blender.
 - Implemented gameplay mechanics and systems using C++.
 - Designed and optimized game logic and features.
- Freelance Full Stack Web Developer & Content Creator** 2023 – Present
 - Developed and managed responsive websites.
 - Integrated AI tools to enhance web solutions.
 - Created digital content, graphics, and promotional material.
 - Managed online projects from concept to completion.



PROJECTS

- 3D Adventure Game** – Developed an adventure game using Unreal Engine with custom mechanics and AI behavior.
- C++ Management System** – Built a console-based management system with database integration.
- Personal Portfolio Website** – Created a full-stack responsive website with AI features.



CERTIFICATIONS

- Graphic Design**
Completed: 11 October 2023
- Diploma in Information Technology (DIT)**
Completed: 02 October 2024



PERSONAL SKILLS

- Problem Solving
- Analytical Thinking
- Teamwork & Collaboration
- Time Management
- Creativity
- Quick Learner
- Communication Skills