



FAISAL IMRAN

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○ Career Summary

I'm a passionate game programmer with over six years of experience in the gaming field. I've been a technical lead in several complex projects and have deep technical knowledge of game development pipelines and production sensibilities. I've well-developed analytical skills and the ability to remain calm in stressful situations. I'm seeking a game programmer position to utilize knowledge and skills to advance my portfolio and potential for increased responsibility.

○ Proud Projects

- **Farm Day Village Farming**

Platforms: Android & iOS

Description: *Farm Day Village* is a social farm adventure game. You build your farm, raise animals, decorate, and customize your slice of country paradise.

Role: My job was to design the game architecture and development of various game modules. I've worked on adding different game modules such as crops module, NPC module, obstacles module, and trees modules. I had the responsibility of controlling code quality and task breakdown.

Product URL:

<https://play.google.com/store/apps/details?id=com.bag.farm.day.village.farming.games>

- **ProtoSphere**

Platforms: WebGL, Windows & WebGL

Description: ProtoSphere is business collaboration software that allows your organization to quickly create a 3D immersive environment optimized for business applications such as e-learning, virtual meetings, and virtual conference events, scientific research and development, and sales and manufacturing collaborations involving rich data visualization.

Role: Led a team of 6 engineers and was instrumental in completing the project. I've created and managed the budget and also set deadlines and project milestones for the team. I've designed the core architecture of the project, defined client-server communication protocols. I worked on the media board sync feature and deployment automation of the project.

Product URL: <https://www.protonmedia.com>

- **Global Rollout System**

Platform: WebGL

Description: It's a tool developed for Samsung, a mobile manufacturing company. It helps and uses to automate the process of designing shops. Its ability to show and walk through the shop in 3d environments makes it too useful for designers and other stakeholders. Its report export feature provides a list of materials required to build the shop.

Role: I've defined and implemented communication protocols between the tool and portal.

I managed to draw 3d polygons on runtime along with alignment guidelines and inventory system.

- **Asterix & Friends**

Platform: Android, iOS & WebGL

Description: Asterix and Friends is a city-building game in which you expand and defend a traditional Gaulish village. You take on the role of Pointandclix, a Gaul who has to rebuild his home with the help of Asterix, Obelix and other characters from the comic series.

Role: I've worked on game loading and its parallelization, achievement system, mail system, quest system, tutorial system, and building construction modules with server integrations. The hardest part of this project was to handle the existing user base as it was initially developed and maintained on Flash AS3.

Available at: <https://www.asterix-friends.com/en/>

- **Life in Willowdale: Farming Adventures**

Platforms: Nintendo Switch, Playstation & Steam

Description: A spiritual successor to Harvest Life that improves all the rough edges of the original - including control scheme, narrative content, combat, onboarding and polish.

Role: I've designed various development tools for a fast testing cycle. I've worked on the quest system, town order board, town-building, game state, construction, and town simulation. Since it was a console game, I worked on console-specific TRC and SDKs.

Demo: <https://www.youtube.com/watch?v=ceSpKWWRG-g>

- **Technical Skills**

- **Programming Languages:** C#, JavaScript
- **Development Tools:** Unity, Visual Studio, VS Code
- **Supporting Tools & OS:** Git, Sourcetree, Asana, Postman, Trello | Windows, macOS, Linux

- **Work Experience**

- FRAG Games Private Limited (2018-Present)
- The Game Storm Studios (2016 to 2018)
- ConfixSol (2015-2016)

- **Certification**

- Unity Certified Developer (Nov 2017-2019)
Credential ID 201708UCD3055

- **Academics**

- BS, Computer Science
University of Sargodha

- **References**

- References are available upon request.