AZHAR SIDDIQUI

GAMEPLAY PROGRAMMER

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🏠 Open to relocation

in https://www.linkedin.com/in/azhar-siddiqui19

GitHub

💼 Portfolio

TECHNICAL SKILLS

Programming Languages

C#	Java
C++	JavaScript/TypeScript
C	Python

Game Engines

Unreal Engine 4	Phaser 3
Unity	MonoGame

Others

UE4 Blueprints	VR Development
3D Math	Adobe Photoshop
Visual Studio	Mobile Development
Git	Web Development
Perforce	Jira
Microsoft Office	React Native

SOFT SKILLS

Critical Thinking	Decision Making
Problem Solving	Conflict Management
Verbal Communication	Collaborative
Written Communication	Optimism
Active Listening	Divergent Thinking
Integrity	Commitment

EDUCATION

University of Utah (Current)   *MAY 2021*
MS in Entertainments Arts & Engineering

University of Wisconsin-Madison   *MAY 2019*
BS in Computer Sciences

PROJECTS

Movement Algorithms 🔗   *MAR 2021*
Solo Developer | Visual Studio, openFrameworks Application, C++ | 4 weeks

- A C++ AI class project focused on simulating numerous kinematic and dynamic movement behaviors
- Implemented seek steering and wander steering behaviors
- Created mechanism to blend multiple dynamic behaviors together
- Implemented flocking behavior using blending of other dynamic behaviors

Souls of the Wind   *OCT 2020*
Gameplay Programmer | Unreal Engine 4, PC, Thesis, C++ | 28 weeks

- A 3D puzzle-adventure that uses wind as a mechanic to clear out corruption in the world. This is an ongoing project that will be published on steam by May 2021
- Implemented a wind gust mechanic that shoots 3 different kinds of wind projectiles to interact with environmental objects in different ways
- Added default reactions for the 3 different kinds of gust projectiles
- Implemented a framwork for being able to define custom gust reactions on particular environmental objects that trump default reactions for each kind of gust projectile

Welcome To Earth   *FEB 2020*
Gameplay Programmer | Unreal Engine 4, Alt-Ctrl, C++ | 16 weeks

- A 2.5D sci-fi puzzle-platform side scroller that makes use of an alternative controller for player movement
- Implemented abduction/hover mechanic for interaction with all world objects
- Created an enemy boss AI used in a fast-paced chase sequence
- Setup and integrated alt controller to allow player movement using proximity sensors

Monster Chase 🔗   *JAN 2020*
Solo Developer | Visual Studio, Windows Desktop Application, C++ | 20 weeks

- A C++ game programming class project focused on creating a custom game engine to develop a simple 2D game
- Created a physics system operating on the concept of conservation of momentum and matrix calculations to simulate real-life physics
- Created a collision system to handle collision detection and collision response among multiple in-game objects simultaneously
- Implemented a job system that handles rendering of in-game objects on different threads
- Added functionality to load and run JSON file data in-game

Chroma Meleon Remastered   *DEC 2019*
Gameplay Programmer | Unreal Engine 4, PC, C++ | 2 weeks

- A 3D arcade platformer prototype focused on PvP experience
- Implemeted a wall run mechanic allowing for player to traverse entire level.
- Added split screen functionality to allow for local multiplayer
- Implemented several powerup abilities and integrated them with the HUD
- Implemented functionality to use single key input for movement

Heap Allocator 🔗   *SEPT 2019*
Solo Developer | Visual Studio, Console App, C++ | 2 weeks

- A C++ Game Programming class project
- Implemented in C++ to mimic the functionality of malloc (including alignment) and free using a doubly linked list

EXPERIENCE

The GApp Lab   *JAN 2020 - PRESENT*
Lead Software Engineer | Unity, PC, VR, Mobile, C#

- Worked on an Oculus Rift and PC simulation aimed at creating an interactive home environment to supplement training of social work students and social workers in the field
- Worked on an Android mobile application that presents motivating interviewing curriculum with feedback and rewards to train social workers with better communication skils