



Ali Hassan Sharif Parveen

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● ABOUT MYSELF

Software Engineer with a dual specialization in game development and backend/web systems. Strong experience in C++, Unity, Unreal Engine, and real-time systems, combined with backend development using .NET, Blazor, REST APIs, and databases (SQL). Proven ability to design scalable architectures, implement gameplay systems, AI behaviors, networking, and data-driven tools. Seeking junior roles in game development or .NET backend engineering.

● EDUCATION & TRAINING

13/09/2019 - 24/06/2024 - BARCELONA, SPAIN

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT- CITM - UNIVERSITAT POLITÈCNICA DE CATALUNYA

- *Developed C++ games and custom engines from scratch using SDL (2D) and OpenGL (3D).*
- *Experienced with C#/Unity across AI behaviors and AR mobile gaming, with a final-year project completed in Unreal Engine.*
- *Network structure from scratch in Unity, without using the official NetCode API; object replication, serialization, network object and network behavior*
- *Additionally building web and mobile apps with Dart and Flutter, and web/backend projects using PHP, MySQL, .NET, and Blazor.*

Level in EQF: 6

14/09/2017 - 21/06/2019 - BARCELONA, SPAIN

BACHILLERATO CIENTÍFICO- TECNOLÓGICO- SANTA MARIA DELS APÒSTOLS

Level in EQF: 4

● PROJECTS

Diegetic Inventory System – Unreal Engine 5 (2025) Designed modular inventory system using object-oriented architecture

Implemented reusable gameplay systems and component-based design

Focused on scalability and real-time interaction inside game world

Link github.com/FeroXx07/InventorySystemProj

Advanced Deferred Renderer Engine (2024) Developed custom 3D engine using C++ and OpenGL

Implemented deferred rendering pipeline and lighting models

Optimized rendering performance and debugging tools

Link github.com/FeroXx07/Advanced-3D-Renderer

Priest of Firepower (2023–2024) Built custom multiplayer networking system in Unity

Implemented serialization, synchronization, and replication systems

Developed scalable multiplayer gameplay architecture

Link ferox07.github.io/priest_of_firepower.html

Heatmap Analytics Tool (2023) Built data pipeline with C#, PHP, MySQL

Implemented analytics and visualization tools (heatmaps, tracking)

Applied backend data processing concepts

Link ferox07.github.io/heatmap.html

Cupra Gamified Car - Project Winner (2023-2024) Designed UI systems and user experience flow

Worked in agile team environment delivering production-ready features

Link ferox07.github.io/cupra_gamified_car.html

Wiwa Engine (2023) Integrated physics (Bullet) and AI navigation systems

Developed reusable engine modules and systems design

Link https://ferox07.github.io/wiwa_engine.html

● SKILLS

Programming

JavaScript | C# | C++ | Dart / Flutter | computer programming | use object-oriented programming | modular systems design | Clean Code, Clean Architecture, SOLID

Game Development

Unity (digital game creation systems) | Unreal Engine | create prototype of user experience solutions | software UI design patterns | Gameplay Programming | AI Systems | Tools Programming | 3D Workflow (Modeling, texturing, rigging, animating, rendering)

Graphics

3D Rendering / OpenGL | operate 3D computer graphics software | Deferred Rendering | Basic knowledge of Shaders and gcc

Backend & Web

ASP.NET | .NET Blazor | Authentication | REST Api's | web programming

Databases

MySQL | SQL | prepare visual data | Data Science | Data Collection, Data Processing, Data Analysis, Data Visualisation | data visualisation software | Data Visualisation with Tableau

Tools

tools for software configuration management | Version Control (Git) | Github | debug software

Soft Skills

solve problems | adapt to change | think analytically | Agile development | self-motivated & self-learner

● LANGUAGE SKILLS

Mother tongue(s): **SPANISH | CATALAN | URDU**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user