MIAN AJWAD IMRAN

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Skills

Unity 3D, Unreal Engine 5, C#, C++, Python, **Gameplay Programming**, **Multiplayer** (Epic Online Services and Steam), **Game AI** (Behavior Trees, GOAP), Plugin development, Jenkins, VR, XR.

Javascript (React, Next, Node, Electron), **CI/CD**, Live Ops, **Perforce**, **Git**.

Experience

Gameplay Consultant, XR Division
Remote
February 2024 - Present

- Build and maintain gameplay features for action games and tools in Unreal.
- Plan and execute sprints for the project.
- Mentor junior engineers and review their work.
- Integrate third party services with our project.
- Support the design team with planning and scope management.

Senior Gameplay Engineer (Multiplayer/AI/UI), Material10
Remote
September 2022 - April 2024

- Implement and manage the multiplayer back-end (Epic Online Services)
- Design and Build gameplay mechanics tps/rts game.
- Design and develop AI system (NPC, World, Cinematic)
- Implement User Interfaces (HUD, Menus, Others)
- Manage the internal code infrastructure/pipeline for all teams.
- Optimize the maps and code to hit performance targets.
- Setup and deploy CI/CD pipeline (Jenkins, Azure, Perforce)

Senior Unreal Engineer Consultant (VR), Arvikasoft
Remote
March 2023 - August 2023

- Brought multiplayer functionality to Digital Twin VR app.
- Added new multiplayer features to the Digital Twin's desktop app.
- Integrate new UI/UX for the Digital Twins

Senior Unity Engineer Consultant, Statespace
Remote
June 2022 - August 2022

- Design, build and refactor gameplay features for Aim Lab PC project.
- Port the Aim Lab to mobile and manage the Live ops / CDN pipeline
- Support the partnerships team by branding Aim Lab for sponsors.

Senior Software Engineer (VR), PureRealism
Remote
September 2021 - April 2022

- Develop the multiplayer(auth, lobbies, voice chat)
- Develop Gameplay features (Characters, Cameras, Interactables) for a VR based meeting platform.
- Design / Build / Optimize photogrammetry content delivery pipeline

Software Engineer L3 (Tools / Tech Art) , Quixel - Epic Games
Islamabad, Pakistan
August 2018 - November 2021

- Design the front-end and backend of Quixel Bridge's export module.
- Develop Quixel Bridge's plugins for Unreal Engine, Unity, 3ds Max, Maya, Cinema 4D, and Blender.

  Notable projects
- Image Processor (It is being used in Quixel Bridge and Megascans pipeline cloud tools.)
- Unreal Engine 5's Quixel Bridge pipeline setup and deployment.
- Developed plugins for Blender, Cinema4D, Unity, Marmoset, and 3ds Max.
- Developed tools to the test 3d models, plant's vertex data, texture artifacts, and Quixel Bridge plugins.

Gameplay Engineer Intern (Unity), Giant Fox Studios
Remote
June 2016 - November 2016

- Develop core gameplay mechanics and UI/Controls.
- Optimize the code, materials/shaders, VFX, sounds, and rendering pipeline.

Education

COMSATS University Islamabad, 2014 - 2018
Bachelors in Software Engineering