

# Hallar Azad

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## EXPERIENCE

- **AR/VR Gameplay Programmer, Rematch Studios - Karachi, Pakistan** *October 2017 - Present*
    - Created custom Unreal Editor plugin using C++ to speed up the pipeline
    - Creating VR games for Vive, Oculus and PSVR using UE4 (Blueprints & C++)
    - Creating AR apps for latest Android and iOS
  - **Gameplay Programmer, Narsun - Lahore, Pakistan** *April 2017 – October 2017*
    - Unreal Engine 4, C++, Blueprints, Sequencer, Oculus and gameplay programming
    - Completed almost every project before deadline by putting extra efforts and especially by learning new ways and techniques in my free time. Result: Clients were happy. The games department started getting more and exciting projects and our team grew up.
  - **Mobile VR Game Developer, AbsoLogix – Islamabad, Pakistan** *Feb 2017 – April 2017*
    - Unity3D, C#, Android, VR Ads, non-VR Ads, logging, debugging
    - Created solutions for timed gaze input for Cardboard VR games together with the art team and brainstorming. Result: We achieved close to comfortable touch-less controls for various Cardboard games.
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## MAJOR PROJECTS

- **Developer, Zamboni Race (UE4)** *August 2017*
  - Worked with designers to create a high-fidelity environment; created light show with sequencer
  - Integrated PubNub real-time to control the game remotely via web links
  - Built with scalability and reusability in mind; to be used as a format for the upcoming similar projects
  - Http requests and Json parsing for remote controlling
  - Worked on particle system
- **Environment Designer, Ford 250 Cinematic in UE4** *July 2017*
  - Worked on materials; created the desired fancy looking Ford to be used in the cinematic
  - Created different independent shots and sequenced them in a master sequence
  - Worked on lighting and shadows of the environment with 2 other artists
- **Programmer, Mets Cap Shuffling Game (UE4)** *April 2017*
  - Created dynamic and randomized shuffling algorithm in C++ and exposed it to blueprints
  - Scripted the whole gameplay in level blueprint; keeping in mind the readability and flexibility;
- **Developer, VR Educator (Mobile VR project, Unity)** *December 2016*
  - Bachelor's final year project; best innovative idea and 2<sup>nd</sup> position awards winner
  - Localized voice instructions in *Sindhi, Urdu, Pashto* and *English* by querying the selected language audio files at runtime from the resources
  - Designed a sci-fi environment with the help of some assets from the assetstore

Project demos and other projects can be found at [hallarazad.com](http://hallarazad.com)

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### Languages

- C++
- C#
- Java
- JavaScript
- MySQL
- HTML
- CSS

### SQL

- PHP
- JSON
- JSP
- JQuery

### Edit, Compile, Debug

- Visual Studio '08 - '17

### Eclipse

- MonoDevelop
- NetBeans

### Softwares

- Unreal Engine 4
- Unity3D
- Maya

### Blender

- Adobe Photoshop

### Operating Systems

- Windows

### Other

- JavaEE
- Web Development

### Graphics

- PubNub
  - Shader Programming
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## EDUCATION

- **Bachelor of Science in Software Engineering, University of Sindh - Jamshoro, Pakistan** *January 2013 - Dec 2016*
    - Cumulative GPA: 3.3
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## LANGUAGES

- English *fluent* | ● Urdu *fluent* | ● Sindhi *native*