

ANAS IQBAL

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Software Engineer

<https://anasiqbal.github.io/> <https://www.linkedin.com/in/anasiqbal55/>
<https://twitter.com/ianasiqbal>

skills

- Unity 3D
- Proficient in C#
- Comfortable with Java, Obj-C and Swift
- Git SCM
- Good problem solving skills
- Experience developing and shipping game for iOS and Android in Unity 3D

work history

Software Engineer (Gameplay)

June 2014 – Current

Binex Solutions (Pvt) Ltd.

Islamabad, Pakistan

- Maintain existing applications/ games and developed and delivered new applications/ games.
- Developed, debugged and modified software components.
- Developed multiple game features and core system (including gameplay mechanics, animations, UI, rewards system, backend sync, plugins integration).
- Followed best practices to maximize performance. Used profiling tools to uncover bottlenecks.

education

Bachelor of Science Computer Science

2010 – 2014

National University of Computer and Emerging Sciences

Islamabad, Pakistan

recent projects

Following are a few of my projects. For complete list of all my projects please visit my portfolio at <https://anasiqbal.github.io/>

Color Quest Mania

- App Store: itunes.apple.com/app/id1045453171

A Circles Adventure

- App Store: itunes.apple.com/app/id992769295

Game of Pins

- App Store: itunes.apple.com/app/id1086899953
- Google Play: play.google.com/store/apps/details?id=com.binexsolutions.pinned

ECO Runner 3D

- App Store: itunes.apple.com/app/id1099165416