R.Haris Nauman

Software Engineer

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Skills

C++	Unreal Engine
CMake	OpenGL
Notion	Dear ImGUI
C#	Qt Framework
JavaScript	HTML
Unity	Jenkins
Perforce	Tortoise SVN
SFML	

Languages

English
Professional

Urdu
Professional

Pahari-Pothwari
Native

Profiles

✳ Linktree	🔗 R.Haris Nauman	〰 Personal Website
V Vimeo	▶ SegFault	Raja Haris
R.Haris Nauman	Haris Nauman	Up Haris N.

Summary

Software Engineer with expertise in Systems Programming and Game Development. I'm well-versed in design patterns, data structures, and algorithms. My interests include render pipelines, shaders, simulations, and computational geometry.

Experience

Ammobox Studios   Feb 2023 - Present
Intermediate Programmer

- Working on Ammobox's next in-house IP **Flagship title**.
- Working on **MDEC IP360 Metaverse**.
- Runtime **Procedural Cover-Point Generation** System based on Oct-Trees.
- Assisted in porting and rebuilding codebase from **Eximius: Seize The Frontline**.
- Motion Warping Based Character Locomotion Abilities, Bugfixes, Documentation, Minor Editor Tools.
- Common UI powered Widgets.

Streamline Studios   April 2022 - March 2023
Unreal Engine Programmer II

- Worked on **Bake'n Switch**, Updates and DLC.
- Nintendo platform related bugfixes for Bake'n Switch.
- Co-dev with **Square Enix** on upcoming turned based JRPG.
- Worked on **Significance Manager**, level-streaming and fast travel system for semi Open-World.
- Optimized and ported project to **Nintendo switch** platform.
- Experienced developing for **Microsoft GDK** and **PlayStation**.

Cityscape Technology Corp.   May 2021 - April 2022
C++ Programmer

- Created Google sheets to Unreal Engine runtime module.
- Designed Blueprint Asynchronous nodes.
- Conducted training sessions.
- Deployed **Pixel Streaming** for virtual tour and stagging application.
- Created spline based traffic system.
- Created subsystems for database connection, saving and load.

Epoch Games   Jan 2020- Aug 2020
Junior Gameplay Programmer

- Worked on Lays of Althas.
- 8 Directional Melee Combat System, Enemy AI Combat Circle.
- Animation State-Machines and UMG.

Education

Capital University Of Science And Technology   2017 - 2021
Bachelor of Science in Software Engineering

Projects

Eximius: Seize the Frontline

EXIMIUS is a FPS/RTS hybrid that focuses on squad-based combat. The game features an intense 5v5 multiplayer experience with each team comprising of 4 Squad Officers and one Commander.

Bake'n Switch

Bake 'n Switch is a Couch Co-op and PVP game where strange, adorable Dough creatures are sacrificed to Guardians of Dough! Work as a team (up to 4 players), sabotage each other, or go solo to punch, combine, and bake the Doughs before time runs out.

IP360

IP360 Metaverse initiative is built to push national investment and development opportunities for Malaysia-based creators and studios in digital content creation and creative tech.

The Lays of Althas: Sundered Order

The Lays of Althas: Sundered Order is a single-player, medieval-low-fantasy RPG being developed by Epoch Games, utilizing Epic Game's Unreal Engine 4, for Windows PC.