MOMIN AMAN

LinkedIn · Portfolio

SOFTWARE ENGINEER | GAME PROGRAMMER

SKILLS

Skills: Game Development, Game Design, Game Programming, C#, C++, Three.js, Rapid Prototyping, Augmented Reality, Virtual Reality, Agile Methodologies, Level Design, Adobe Photoshop.
Tools: Unity, Unreal Engine, Git, Spreadsheets.

PROFESSIONAL EXPERIENCE

Create Neptune, New York, NY   2022 – 2022
Software Engineer
- Developed mobile games and the world's first mobile holographic display interface for IKIN.
- Designed and built a custom analytics dashboard with HTML, CSS, JavaScript, and PHP to provide real-time insights and boost the client's mobile game performance.

Evolve Innovative Solutions, Singapore   2018 – 2021
Technical Developer / Head of Department
- Led a team of six people, including developers and designers, while clearly communicating progress, issues, and ideas with the team and project manager to ensure timely deliveries.
- Researched and evaluated the portability of various game mechanics from different genres by producing over **30 playable XR prototypes**, including games, education, and simulations.
- Drew over **1,500 attendees in 6 days** by curating and developing multiple Virtual Reality experiences for a mall activity in Dubai and Pakistan.

Cresset Technology, Lahore, Pakistan   2017 – 2019
Technical Team Lead
- Created an augmented reality app for Android and iOS that lets users visualize and purchase 3D outfits in their environment, providing a smooth shopping experience.
- Worked on software for batch rendering, utilizing CPU and GPU to visualize garment fit and drape in real-time, **achieving 8x faster speed** compared to the client's previous software.

OneByte LLC, Lahore, Pakistan   2017 – 2017
Senior Game Developer
- Built and launched a social cricket game with integrated backend services in under a month, which gained over **30k users in 3 weeks**. The backend system included player accounts, global leaderboards, virtual goods management, and real-time event reactions.
- Evaluated performance of games on the App Store and Play Store to optimize marketing strategy and boost up to a leading position for relevant keywords.

OffRoad Studios, Lahore, Pakistan   2015 – 2017
Senior Game Developer
- Led the development of new gaming products in a newly formed department. Launched several casual and arcade mobile games, resulting in a combined total of **300,000 installs**.

ICAW, Lahore, Pakistan   2013 – 2015
Game Developer / Co-Founder
- Executed development of **50+ mobile games** with **138 million installs** in a co-owned startup.

EDUCATION

New York University, New York, NY   2021 – 2023
Master of Fine Arts, Game Design

University of the Punjab, Lahore, Pakistan   2010 – 2014
Bachelor of Science, Computer Science