Muhammad Irfan

Summary

Results-oriented software developer with 6 years' experience in development and management positions. I make it my goal to create software with the user in mind, creating applications with a useable and intuitive user interface experience. I also understand the importance of creating highly readable and easily maintainable source code. I am constantly striving to learn new technologies and look to ways to better myself in this rapidly changing industry.

Technical Skills

Languages: Objective-C, Swift, C Sharp, C++, Java
Databases: MySQL
Development Software: Xcode, Eclipse, Android Studio, Unity3d
Technologies: Cocos2d-iPhone, Cocos2dx, Buildbox, Unity3d
Platforms: Mac OSX, UNIX/Linux;
Cloud services: Parse, QuickBlox, Back4App, Firebase

Work Experience

Sr. Software Engineer, Saremcotech Pvt Ltd
Dates: 2012-Auguest – Present

I have been working at Saremcotech in different technologies since 2012 August, I have mainly worked on iOS Application and Games development using Objective-C, Swift, C++ technologies. For the Game development I have worked on various engines Unity3d, Cocos2d, Cocos2dx. My responsibilities include

- Analysing and evaluating client requirement.
- Plan, design and develop projects from scratch to distribution to Market Place.
- Being a senior resource I also manage team tasks (distribution of tasks according to team's skills, helping them solve their issues, working with management as a bridge to the subordinates)

Following are some of my projects

- **Monrovia Transit** – is a public transportation service that uses RESTful web services to update information of routes and fares of buses. It is developed in Objective-C.
  https://itunes.apple.com/us/app/revelry/id650168769?mt=8

- **Food Gem** – is a London based food ordering app. Key features are search nearby restorants through postcodes and current location, user can menus and make order from app, user can sort restaurants according to menu categories. It is developed in Objective-C.
  https://itunes.apple.com/ca/app/foodgem/id1343780085?mt=8

- **City Plug** – is an e-commerce app that is built for all sellers and buyers including business, agency and individual who can post their products for selling and buying. Buyer and Seller can contact to each other through app.it is developed in Objective-C.

- **Quiz Social** – Universal app developed in Objective-C. It is online trivia game that allows users to compete against other players in order to see who knows about different topics, App uses parse as backend for Chat, Profile Management, Posting, Commenting and for Real Time Multiplayer it uses Apple's GameKit. https://itunes.apple.com/gb/app/quiz-social/id1303561091?mt=8

- **We Hear** –Its top features are to post photos/videos/polls and give likes and comments, it works like Instagram, it has also chat feature. It uses Parse and Firebase as backend services. It is developed in Objective-C. https://itunes.apple.com/gb/app/we-hear/id1247790795?mt=8

- **Funko Stickers for iMessage** – It was paid app and it was featured as number one in Stickers Category by Apple developed in Swift. https://itunes.apple.com/gb/app/funko-stickers-for-imessage/id1274436872?mt=8

- **Treasure Hunt** – It is universal app, it has hidden objects in the screen and user has to find these objects with tapping. App is developed in Cocos2d-iPhone.

- **iMath Fun** – iMath is a fun game that challenges you to use your brain and solve simple math equations before the time finished. The game is beautifully designed to enhance specific cognitive abilities which include attention, processing speed and problem solving skills among users. App is developed in Cocos2d-iPhone. https://itunes.apple.com/gb/app/imath-fun-math-problem-solver-for-kids/id1179673613?mt=8

- **Canadating** − It is universal dating app developed for Canadian users, it is almost copy of tinder the most famous dating app. It uses Quickblox as backend. It is developed in Swift https://itunes.apple.com/ca/app/canadating/id1171640980?mt=8

- **Balls Vs Brick Challenge** − Its developed in Unity Engine. Swipe your finger to guide a chain of balls and break the bricks. https://itunes.apple.com/gb/app/balls-vs-bricks-challenge/id1250349271?mt=8

- **Super Hero Deadly Run** − Its developed in Unity Engine. It's a clone of famous subway surfer. https://itunes.apple.com/gb/app/balls-vs-bricks-challenge/id1250349271?mt=8

- **Lone Soldier Combat** − Its developed in Cocos2d-iPhone. It is side scroller shooting game with levels. https://itunes.apple.com/gb/app/lone-soldier-combat/id1366150923?mt=8

- **Camp Warrior** − Its developed in Cocos2dX engine. It is tower defence game, it has many levels and different characters with different skills fighting each other to reach the end of level. https://itunes.apple.com/gb/app/lone-soldier-combat/id1366150923?mt=8

Many more apps and games are developed in this tenure and can be provided if requested.

Education

Punjab University College of Information and Technology
Lahore, Pakistan
M.sc in Information Technology, 2012

Institute of Business Administration, Punjab University
Lahore, Pakistan
M.B.A, 2018

References available upon request