



Afnan Ahmad

Game Developer
Graphic Designer



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PERSONAL STATEMENT

Keen to progress in the field of technology by having knowledge about new inventions, and changes in IT field; considering role of creativity in modern world.



TECHNICAL SKILLS

Unity 3d	●●●●●●●●●●
C #	●●●●●●●●●●
Adobe Photoshop	●●●●●●●●●●
Adobe Illustrator	●●●●●●●●●●



PROFESSIONAL SKILLS

Game Development	●●●●●●●●●●
Graphic Designing	●●●●●●●●●●
Freelancing	●●●●●●●●●●



EDUCATION



2014-2018



BS(CS) (COMSATS University Islamabad, Sahiwal Campus)
CGPA: 3.43/4.00



2011-2013



ICS (B.I.S.E. Sahiwal)
Marks: 783/1100



2009-2011



Matriculation (B.I.S.E. Multan)
Marks: 941/1050



WORK EXPERIENCE



July 2018-



Freelancing
Graphic Designer



GAME PROJECTS

1

Zombie Hunt FPS

Level: Begginer

2

Ball and Brick 2D

Level: Begginer

3

Furry Monster Run 2D

Level: Begginer



CERTIFICATION



Dec.-Jan. 19.



PNY Trainings, Lahore
2 months for "Unity Game Development"



Apr.-July 18.



E-Rozgaar Center Sahiwal
3 months for "Graphic Designing"