

Taha Rizvi

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📍 Home: (Germany)

ABOUT ME

8+ years of experience as a game developer, proficient in creating content on Unreal Engine using C++ and blueprints. Specialized in VR projects, with a demonstrated ability to work with teams, take initiatives and solve complex problems to ensure the team's success.

DIGITAL SKILLS

Unreal Engine / C++ / Blueprints / Unreal Editor Tools / Unreal Plugins / Game Optimization / Git / Multiplayer / Perforce / VR Development / Game Physics / SonarQube / JIRA / Agile Methodologies / Game Mathematics / Gameplay Programming / UI and Animations / Unity / C# / Game Development / Game Lift Server / Tech Art / Lighting / Metahuman

WORK EXPERIENCE

UNREAL PROGRAMMER

Sportradar AG [07/2023 – Current]

- Developed modular editor tools in C++ to optimize workflow efficiency across the whole tribe using Unreal.
- Designed and implemented editor utility tools to enhance the development pipeline and streamline processes.
- Utilized Sonarqube to effectively reduce technical debt and improve code quality.
- Implemented various overlays, including Halftime/Fulltime and Goal overlays etc, enhancing the visuals.
- Implemented overtime, penalty shootouts, replays and video ads.
- Provided mentorship to junior developers and technical artists, fostering skill development within the team.
- Generated sequences from console commands using JSON data, improving flexibility and automation.

UNREAL PROGRAMMER

realworld one GmbH [04/2021 – 06/2023]

- Created cutting-edge multiplayer VR experiences within a dynamic metaverse environment.
- Design and implemented modular features and solutions to used by whole squad in other projects.
- Implemented linear and sandbox pharmaceutical trainings and interaction in VR.
- Provided mentorship to junior team members along with coordination with other departments.
- Contributed throughout the entire development lifecycle of projects, ensuring understanding of each stage.

GAMEPLAY PROGRAMMER

Bitbuu Games [12/2019 – 12/2020]

- Developed dice matching casual multiplayer mobile game as Hello Kitty official game.
- Implemented new modular features to enhance gameplay dynamics and user experience.
- Worked on Gamespark backend, along with frontend graphics and UI integrations.
- Demonstrated proficiency in writing clean, well-structured code.
- Implemented in-app purchases, social media logins and push notifications.

VR/AR GAMEPLAY PROGRAMMER

Rematch Studios [02/2016 – 11/2019]

- Developed full body VR character along with hand, foot and spine Inverse Kinematics (IK).
- Designed and implemented diverse gameplay mechanics, including puzzles, dynamic physical interactions, quick-time event fights, and an engaging dialogue system for non-playable characters (NPCs).
- Source control (Perforce) management and training to technical art and content creation department.

- Online matchmaking (AWS), enabling seamless multiplayer experiences for users.
- Developed a robust progress save and load system, to ensure continuity and persistence across gaming sessions.

PROJECTS

VIRTUAL FOOTBALL - SPORTRADAR AG

Unreal Engine | C++ | Blueprints | UE editor tools | JSON | Sequencer | Metahuman

A virtual football product consist of 100000+ videos. Different customization data for each league/cup team etc, and ~1250 sequences. We iterate over json data to compile a video consist of different shots. [\[Link\]](#)

VR INDUSTRIAL TRAINING - IKA MAGIC PLANT - REALWORLD ONE GMBH

Unreal Engine | C++ | Blueprints | VR | Multiplayer | Interactive Training | UMG

Industrial training in multiplayer environment, ability to interact with trainer and other itmes placed in the enviornment to perform linear or sandbox training, having mirroring mode as main feature. [\[Link\]](#)

AREA OF DARKNESS VR - REMATCH STUDIOS

Unreal Engine | C++ | Blueprints | Rift | Vive | Steam | Inverse Kinematics | QTEs | NPC Dialogue System

Narrative FPS VR adventure game with full-body IK and interesting game mechanics i.e: puzzles, monster fights, physical bag inventory, interactive QTEs, NPC dialogues and action choices that shapes story. [\[Link\]](#)

GLOBEMATCHER - BITBUU GAMES

Unity | C# | Unity Collaborate | Gamespark | Firebase | Shader Programming | Play Store

Fun and interactive dice matching casual mobile game with Hello Kitty characters as their official game partner. Having key features as: gamespark backend, social media login, push notifications and in-app purchases [\[Link\]](#)

CHECK OUT PORTFOLIO FOR MORE PROJECTS - PERSONAL & FREELANCE PROJECTS

Unreal Engine | C++ | Blueprints | Unity | C# | VR | AR | Multiplayer | PC | Mobile

Have worked on several freelance and personal projects, varying from hardcore FPS shooter game on PC to casual mobile games. Portfolio link: <https://taha110.github.io/>

HONOURS AND AWARDS

[2016] Institute of Business Administration (IBA Karachi)

GOLD MEDALIST

[2014] Developer's Day at FAST University

WINNER PROGRAMMING COMPETITION

EDUCATION AND TRAINING

MASTERS IN COMPUTER SCIENCE

Institute of Business Administration (IBA Karachi) [01/2017 – 12/2020]

Mathematics in Games | Software Project Management | Human-Computer Interaction | Advanced Algorithms

BACHELORS IN COMPUTER SCIENCE

Institute of Business Administration (IBA Karachi) [02/2012 – 01/2016]