ZAFEER TARIQ

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EDUCATION

Bachelors of Science in Computer Science, FAST-NUCES, Lahore   2021–2025
3.60 / 4.0

EXPERIENCE

Teaching Assistant   Aug 2024–June 2025
FAST-NUCES, Lahore

- Teaching Assistant for Data Structures during the Fall 2024 semester. Helped the student with programming assignments about complex data structures.
- Teaching Assistant for Compiler Construction for the Spring 2025 semester.

Intern Game Developer   Summer 2024
TheHexaTown, Lahore

- Worked on Indie-style games in Unity.
- Developed Unity shaders in ShaderLab for various visual effects.

SKILLS

Programming Languages	C/C++, Python, C#, Lua, SQL
Game Development	Unity Game Engine, HLSL, ShaderLab, SFML, LOVE2D
Technologies	CUDA, Linux, Firebase, Git/Github

HONOURS AND AWARDS

- **Dean's List Recognition (x5).** Inscribed in the Dean's List of Honour for achieving a GPA of 3.5 or higher during the semester.

PROJECTS

Unity And Shaders.

- Isle Of Shadows - Survival game with procedurally generated islands. (GitHub)
- Different games in Unity including an Endless Runner Game with procedural obstacle spawning, a simple FPS prototype and a 2D Platformer.
- Written shaders for different lighting techniques like Lambert and Phong/Blinn-Phong Reflections.
- Various shaders for visual effects like Fresnel Highlight and Transparency Effects.
- Limited experience with Compute and Surface Shaders as well.

Bezier Curve Editor.
A simple bezier curve editor with varying number of control points and immediate curve rendering. (GitHub)

Conway's Game Of Life.
John Conway's game of life in C++ with SFML and imgui (GitHub)

Tween Library.
A very basic tween library for LOVE2D, made just for practice, in Lua. (GitHub)

Design And Development Of a Generic Quantum Compiler To Maximize Parallelism (FYP).
Quantum Computing Simulator written in C++ which focuses on utilizing GPUs to maximize parallelism using NVIDIA CUDA. (GitHub)