

# Contact and Info



aliyaanzbh.xyz



@AliyaanZBH



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Please visit my portfolio site for video demonstrations and downloadable demos of the games I've made! You can also find out more about my various other hobbies and interests there.

## Skills

### // Games and Graphics

- C/C++
- Direct X
- PS5 SDK
- HLSL
- SFML
- Unreal
- Unity

### // Front-End

- HTML
- CSS
- Javascript
- Typescript
- React
- Cypress

### // Back-End

- NodeJS
- Bash

### // CI/CD

- Jenkins
- Docker

### // Development Tools

- Git
- JIRA
- VS Code
- Visual Studio
- RenderDoc
- Razor GPU Profiler

# Aliyaan Zulfiqar Bhatti

## Game Developer and Software Engineer

Masters-level Computer Science for Games student with a strong passion for game development, inspired by a deep affinity for retro gaming. Proficient in a wide range of programming languages and development environments, with hands-on experience creating games in Unity, Unreal, and C++. I've also developed multiple game engines, including one for the PS5 featuring a data-driven level editor, and created demo games in these custom engines.

Through my recent internship at Autodesk, I gained significant professional experience, collaborating with global development teams and temporarily taking on a managerial role. This experience enhanced my skills across the tech stack and deepened my commitment to problem-solving and improving processes in computer science.

## Professional Experience

### Student Mentor and Student Ambassador

**Sheffield Hallam University** September 2023 - Present

- I have many responsibilities in my roles working for SHU, such as running the weekly coding workshop for the Computing department, allowing students to seek support and advice from final year students such as myself.
- I also ran a weekly coffee morning to encourage students to share their experiences within their courses and raise issues that I could then discuss with course leaders.

### Software Engineer, Intern

**Autodesk** May 2022 - June 2023

- My primary responsibility was QA Automation, with a particular focus on Cypress.
- This was to keep visibility on the quality of Autodesk Construction Cloud(ACC) as the rate of development increased, ensuring that all code changes were robustly tested for regressions.
- I also contributed to CI/CD of the ACC web app, by getting my test suite integrated in the build pipeline, with the goal of creating a quality gate for all code in the project moving forward.
- In order to get the point of integration, I had to lead meetings and coach senior engineers to improve thinking around software quality and garner confidence and buy-in from them of the benefits such a significant CI change would bring.
- I was given increased responsibilities on multiple occasions, acting as the manager for our team when my own manager was away, even to the extent of assigning tasks to, and reviewing subsequent PRs with, experienced senior engineers.

## Education

### MComp Computer Science for Games

**Sheffield Hallam University** September 2020 - May 2025

On track to attain a First Class w/Honours, with high grades in modules such as:

- 3D Games Development
- Effective C++ Programming
- Mathematics for Modelling and Rendering
- Advanced Games Console Techniques
- Software-Hardware Optimisation Techniques
- Fundamentals of Computer Architecture

### A-Levels and GCSEs

**King Edward's VI Aston School** September 2013 - July 2020

- 3 A-Levels A-C, including an A in Computer Science.
- 10 GCSEs grades 9-6, including a 9 in Computer Science.