

MUAZZAM AKHTAR

Software Developer

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📍 Abu Dhabi

SUMMARY

I am a results-driven developer with experience in both software and game development, focused on delivering efficient and impactful solutions. My time at 42 Abu Dhabi has strengthened my collaborative and problem-solving abilities, while my role at Navcon has refined my skills in creating high-performance applications. I thrive in dynamic environments, leveraging my creativity and dedication to contribute to team success and drive meaningful innovation.

EXPERIENCE

Software Developer

42 Abu Dhabi

📅 12/2024 - Present 📍 Abu Dhabi, United Arab Emirates

As a software developer at Bocal, I collaborate with peers in a project-based, self-directed environment to design, develop, and maintain scalable software solutions.

- Design and develop software using C++, Python, NestJS and NextJS.
- Participate in coding sprints and peer reviews to improve software quality.
- Maintain backend systems and manage database integration.
- Continuously learn and apply new technologies.
- Troubleshoot and debug code to ensure smooth functionality.

Unity Developer

Navcon Advanced Systems

📅 01/2023 - 02/2025 📍 Al Ain, United Arab Emirates

As a diverse collaborative team, we create interactive virtual simulation models for clients in governance.

- Create interactive virtual simulation models for clients in governance.
- Specialize in creating vehicle and aircraft simulations for terrain and aerial environments.
- Create environments with foreground and background elements.
- Create vehicle models with different specifications and movement animation.
- Assist users in understanding different fields of view with multiple camera angles and perspectives.

EDUCATION

Software Development, Computer Science

42 Abu Dhabi

📅 05/2021 - 12/2023

Bachelor's degree, Mathematics

Jamia Millia Islamia

📅 01/2015 - 12/2018

PROJECTS



Aviatrix

Flight Simulation Project built with Unity



Trong

A web application of 42 where users can play against each other



Cub3D

A 3D first-person shooter game inspired by *Wolfenstein 3D*, developed using C.

PROFESSIONAL SKILLS

Communication

Collaboration

Leadership

Rigorous

Problem-Solving

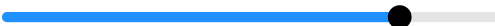
Time Management

TECH SKILLS

Game Development



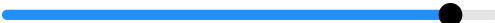
Web Development



System Management



Database Management



Data Analytics



HONOR

Judge

Department of Education and Knowledge

📅 02/2024 - 02/2024

Evaluated and provided feedback on innovative solutions, assisting in selecting winning projects that demonstrated creativity and technical excellence.