

Madan Lal

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Objective

To pursue a successful career in software development. Offering excellence in object oriented languages and UI/UX designs in order to serve the company.

Work Experience

- oDesk, June 2013- present
Developing and designing Software for International Clients

Education

- FAST –National University of Computer & Emerging Sciences Karachi, 2012- present.
Bachelor of Sciences in Computer Science
CGPA: 3.0
- GHSS Pithoro, 2010-2012.
Intermediate in Pre-Engineering
Percentage: 81.4%

Technical Skills

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| Languages | C++, C, C#, Objective C, Java, XML, SQL, OpenGL, GML (Game Maker Language). |
| Web services & applications | HTML, CSS, Java Script, JSON, PHP. |
| Databases | MySQL, Oracle, SQLite, Core Data. |
| Tools & Platforms | Eclipse, Netbeans, Visual Studio, QT. |
| Mobile platforms & Services | Android Studio, Xcode, Unity, Game Maker Studio, Google Leader board, adMob, Chartboost, In-app purchases. |
| Designing | UI/UX designs using Adobe Photoshop & Adobe Illustrator. |
| Cloud Services | Amazon Web Service (EC2 instances). |
| Methodology/ Techniques/Process | Agile, Waterfall, Iterative plan, SCRUM. |

| Achievements | |
|---------------------|--|
| 2012 | ICT r&d fund, 4-year fully funded Scholarship. |
| 2014 | Top 10 at Microsoft Hackathon 2014. |
| 2014-2015 | Developed multiple applications for International clients. |
| 2015 | Winner of Mobile Application Exhibition at PROCOM.NET'15. |
| 2015 | Runner Up UI/UX in Developers' Day 15 at FAST-NU, Karachi. |

- Project#1 : Phantom Fall (Android Game)**
Duration : 4 Month
Description : An android game similar to Subway surfers but 2d. The game has 120 missions, Shop for in-app purchase and ADS integration (Admob and Adcolony).
URL : <https://play.google.com/store/apps/details?id=com.pfungames.PantomFall>
- Project#2 : Spin Ground (Android Game + Windows Phone)**
Duration : 1 Month
Description : An Endless addicted game. Hit moving tops by tapping the screen.
URL : <https://play.google.com/store/apps/details?id=com.rootedlab.spinground>
- Project#3 : Online Shopping Store**
Duration : 1.5 Month
Description : A shopping store using ASP.net with MVC architecture.
- Project#4 : Destructo Beam (3D-FPS Game)**
Duration : 3 Months
Description : 3D First Person Shooter Game, using C++ with IDE Visual Studio 2012 and libraries Irrlicht and Irrklang for sound.
- Project#5 : Hospital Management System**
Duration : 2 Months
Description : Hospital Management System developed using JAVA with MySQL database.
- Project#6 : UNO Card Game (AI-based)**
Duration : 2 Months
Description : 4-Player UNO Card Game, 1-User Player and 3-Computer Players, based on Artificial Intelligence and Computer Players try their best to beat the user.
- Project#7 : Matching Square, Puzzle Game**
Duration : 1 Month
Description : 12 square box puzzle game, using JAVA with IDE Netbeans.
- Project#8 : Lite Weight Android OS**
Duration : 3 Months
Description : Most updated Android OS that is 4.4 Kit-kat run on low configured, non-GPU Phone by modifying their kernel.