

# MOMIN AMAN

646-954-9199 · [Email](#) · [LinkedIn](#) · [Portfolio](#)

## SOFTWARE ENGINEER | AI & MACHINE LEARNING | XR & WEB DEVELOPMENT

### SKILLS

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**Skills:** Full-Stack Software Development, AI/ML, LLMs, Natural Language Processing (NLP), XR Development, Web Development, Backend Development, RESTful APIs, Game Development, CI/CD

**Tools & Technologies:** .NET, C#, C++, Python, JavaScript, Node.js, Express.js, React, Three.js, TensorFlow, PyTorch, OpenAI APIs, Unity, Unreal Engine, OpenXR, AWS, Docker, Kubernetes, Git, Jira

### PROFESSIONAL EXPERIENCE

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Jetrr, Seattle 2023 – Present

#### Freelance AI Engineer

- Developed and optimized deep learning models for NLP, image recognition, and predictive analytics, leveraging LLMs (GPT-based models), and OpenAI APIs.
- Used TensorFlow, PyTorch, Hugging Face, Scikit-learn for AI development.

Create Neptune, New York, NY 2022 – Present

#### Software Engineer

- Create new game features and software applications, enhance the current portfolio with additional functionalities, and participate in code reviews to maintain high-quality standards.
- Communicate daily with the team to ensure cohesive project development.

Evolve Innovative Solutions, Singapore 2018 – 2021

#### Technical Developer / Head of Department

- Managed a team of six, overseeing developers and designers, and effectively conveyed progress, issues, and ideas with the team and project manager to ensure on-time deliveries.
- Researched and evaluated the portability of different game mechanics from different genres by producing over **30 playable XR prototypes**, including games, education, and simulations.
- Drew over **1,500 attendees in 6 days** by curating and developing multiple Virtual Reality experiences for a mall activity in Dubai.

Cresset Technology, Lahore, Pakistan 2017 – 2019

#### Technical Team Lead

- Created an augmented reality app for Android and iOS that lets users visualize and purchase 3D outfits in their environment, providing a smooth shopping experience.
- Engineered software for batch rendering, utilizing CPU and GPU to visualize garment fit and drape in real-time, **achieving 8x faster speed** compared to the client's previous software.

OneByte LLC, Lahore, Pakistan 2017 – 2017

#### Senior Game Developer

- Constructed and launched a social cricket game with integrated backend services in under a month, which gained over **30k users in 3 weeks**. The backend system included player accounts, global leaderboards, virtual goods management, and real-time event reactions.
- Evaluated performance of games on the App Store and Play Store to optimize marketing strategy and boost up to a leading position for relevant keywords.

OffRoad Studios, Lahore, Pakistan

2015 – 2017

**Senior Game Developer**

- Led the development of new gaming products in a newly formed department. Launched several casual and arcade mobile games, resulting in a combined total of **300,000 installs**.

ICAW, Lahore, Pakistan

2013 – 2015

**Game Developer / Co-Founder**

- Executed development of **50+ mobile games** with **138 million installs** in a co-owned startup.

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**EDUCATION**

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New York University, New York, NY

2021 – 2023

**Master of Fine Arts, Game Design**

University of the Punjab, Lahore, Pakistan

2010 – 2014

**Bachelor of Science, Computer Science**