Muhammad Wajahat Mughal

Senior Technical Artist II | Technical Director

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EXPERIENCES

SeniorTechnicalArtist|TechnicalDirector @Lofi games

📅 Aug 2021 - Present 📍 Bristol, UK (Remote) % lofigames.com

I am responsible for removing hurdles and creating a smooth assets pipeline by automation, create helper utilities, improve performance and overall graphics quality,

* Worked on the Open World Landscape setup (UE4) and later converted into world partition system UE5.
* Ecosystem for an automated environmental/weather control effects.
* Game Design, logic, User experience prototyping.
* Custom Shaders/Materials for Landscape, weapons, characters, and environmental assets.
* Developed hundreds of custom tools for artists to save thousands of hours.
* Everything else that help artists and developers.

Senior Technical Artist II|Team Lead @AvriocTechnologies.llc

📅 Aug 2019 - Aug 2021 📍 Abu Dhabi, UAE % avrioc.com

I mainly assigned to lead the Art Team and bridge the gap between game developers and game artists to create great experiences, Other responsibilities are mostly driven by the requirement for the project like,
* I create tools using Blender(Py), UE4(Editor Widget + Plugins[C++]), and PyQT to greatly increase the efficiency of the team by automating the processes that roughly saved 200+ hours per month.

* material/shaders for the mobile platform in UE4.
* Help game developers to achieve 200+ KM tracks on the mobile platform by utilizing UE4 native landscape component,
* Optimization scripts in UE4(Blueprints) that help level artists use more assets in the scene.
* Particle and dynamic day-and-night cycle systems.
* Spline management Tools to grab accurate .gpx data from real-world information sources and convert them into game supported track.
* Help the game developers to optimize lighting, improve performance, and solve cross-platform issues.
* Train and mentor team members to create optimal assets.

Technical Artist | Team Lead @ Innovative Solutions

📅 Nov 2018- Aug 2019 📍 Karachi, PK % innovativesolutions.ae

My responsibilities are generally optimizing game levels over 200km sq of huge tracks, Level Streaming, LOD managment, Assets IO, streaming the art into the project and making sure the least resistance possible,
• UE4 and Blender Tool Development
• UE4 Shader development
• Streaming huge landscape for mobile platform
• Level Optimization, Particles and Dynamics
• Spline management
• Assisting developers to integrate art into development project
other responsibilities as a Lead were mentoring Jr.Tech Artists, Automate Assets Import process, Workflow Development.

EDUCATION

Computer Science, BCS @ University of the Peoples

📅 2025 📍 Remote % uopeople.edu

Graduated in Computer Science with focus on AI and Computer Programming

PROJECTS

Current Project

Kenshi 2 % https://lofigames.com

A free-roaming squad based PC game with RPG elements, focusing on open-ended sandbox gameplay features rather than a linear story.
Choose to be a thief, a bandit, a rebel, a warlord or a mercenary.

MORE PROJECT ON MY WEBSITE

SKILLS

PLEASE VISIT MY WEBSITE FOR PORTFOLIO OR MORE INFORMATION