

Masab Farooque

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EXPERIENCE

WaifuPulse.com

12/2024 - Present

Founder

- Built an anime blog with SEO-driven growth, reaching 30K+ monthly visitors.
- Implemented structured data, topical maps, and Google updates optimization.

PentaByteX

07/2024 - 02/2025

SEO Specialist

- Handled SEO and performance for both JS and CMS-based platforms.
- Migrated CSR to SSR, improved Core Web Vitals and Lighthouse scores.

ReplayJutsu.com

03/2024 - 11/2024

Founder

- Achieved 100K+ monthly traffic using entity SEO, technical optimization, and structured content.

Mindstorm Studios

06/2023 - 08/2023

Unity Game Development Intern

- Developed 'Backyard Defense', a tower defense game for Rookie Game Jam 2023.
- Took live technical sessions focused on advanced game development patterns, performance optimization, and Unity architecture.

Mindstorm Studios

06/2022 - 09/2022

Unity Game Development Intern

- Developed 'Titanic Rescue', a hyper-casual survival game for Rookie Game Jam 2022.
- Participated in live sessions on gameplay balancing, level design systems, Unity editor scripting, and component-based architecture.

Mindstorm Studios

06/2021 - 09/2021

Unity Game Development Intern

- Developed 'Bizarre Adventures', a hyper-casual runner game for Rookie Game Jam 2021.
- Took part in technical lectures and discussions covering core gameplay loop design, player retention mechanics, and rapid prototyping techniques.

10Static Studios

02/2020 - 09/2020

Unity Developer

- Developed 'Twirly Ball', a hyper-casual infinite runner with engaging physics-based mechanics.
- Created 'Little Monster Jump', a platformer game requiring players to overcome obstacles with precise jumps.

Founder

- Built and scaled a tech-focused blog covering news, movies, music, tutorials, and video games.
- Achieved 1 million yearly visitors.

EDUCATION

Comsats University, Islamabad, Wah Campus

01/2023

Bachelor of Science in Computer Science

- Specialization: Software Development.

SKILLS

Unity, C#, PHP, MySQL, JavaScript, HTML, CSS, WordPress, Shopify, WooCommerce, Wix, MediaWiki, Technical SEO, Digital Marketing, Automation, API Integration, React, Next JS, Node JS

Projects

- [Backyard Defense](#) (Rookie Game Jam 2023) - A tower defense strategy game.
- [Toy Mystery](#) (Winter Game Jam 2023) - A mystery-adventure puzzle game.
- [Food Planet](#) (Epiphany Game Jam 2.0) - A hyper-casual time-bound food collecting game.
- [Khan Truck](#) (Winter Game Jam 2022) - A Pakistani truck runner game.
- [Zombie Virus](#) (Game Rev 2022 Game Jam) - A fast-paced survival game.
- *Bizarre Adventures* (Rookie Game Jam 2021) - A hyper-casual runner game.
- [Anime Sauce Finder](#) - Developed a web app using Next JS and Node JS that helps you identify the source of any anime screenshot or video clip.
- *Twirly Ball* - A fast-paced infinite-runner game.
- *Movie Vibe AI* - Built a web app providing an AI-driven 'vibe check' for movies based on user mood, genre preferences, and IMDb ratings.
- [Titanic Rescue 2022](#) - Developed a survival hypercasual game using Unity C#.
- [AnimeCatalogue.com](#) - Developed anime and manga database platform where users can track, rate, and add titles to their personal lists.

Awards

- **Best Mechanics Award - Mindstorm Studios (Rookie Game Jam 2022)** - Won for 'Titanic Rescue'.
- **Google Expert Badge (Bronze Level)** - Earned for supporting users in Google's ecosystem.
- **Anime Blog Growth** - Successfully grew website traffic by 250% in the first year.
- **Runner-Up - Developers Game Jam 2.0 ('Food Planet')** - Awarded for outstanding game design.
- **Incubation - Mindstorm Studios (2022)** - 'Titanic Rescue' was selected for incubation.
- **The Hustler Award - Epiphany Games (2020)** - Earned for exceptional creativity and dedication.

Certifications

- WordPress: SEO (LinkedIn)
- Python Data Science Toolbox (DataCamp)
- Introduction to Kotlin (Google)
- Advanced SEO Strategies (University of California, Davis)
- Introduction to Google SEO (University of California, Davis)
- Google Play Academy Store Listing Certificate
- Intro to Unity C# Programming (University of Colorado System)