

Technically minded and solutions-oriented professional with 3+ years of experience in delivering mobile and cross-platform games for Android, iOS, WebGL, and Steam. Skilled in designing and optimizing gameplay systems, building real-time multiplayer features using Photon, and managing full development cycles from concept to release. Adept at leading teams of developers and artists across diverse client projects and consistently meeting tight deadlines and quality benchmarks. Expert in integration of in-game monetization systems (IAP), analytics, and performance tuning. Known for solving technical and design challenges and transforming creative concepts into fully playable, polished game experiences. Well-prepared to contribute to ambitious game projects and succeed in high-impact development roles that demand both creative innovation and precise technical execution.

Areas of Expertise

- Unity 2D/3D Game Development
- Cross-Platform Deployment
- Agile & Sprint-Based Development
- Mobile Game Design & Simulation
- Play Store / App Store Submission
- Debugging & QA Collaboration
- Relationship Building
- Effective Communication
- Time Management

Technical Proficiencies

Languages & Scripting:	C#
Game Engines & Frameworks:	Unity, Photon (Multiplayer Networking)
Tools & Platforms:	Xcode, Play Store & App Store Deployment, Visual Studio
Version Control:	Git

Career Experience

GameShock Studio Game Developer & Team Lead

2022 – Present

Lead the development of multiple mobile games for Android and iOS; implement core gameplay systems and optimize cross-platform performance. Plan and oversee technical execution of projects while mentoring and 20–30 developers. Design and build real-time multiplayer functionality using Photon aimed at enhancing gameplay through scalable networked systems. Establish and support cross-functional collaboration with designers, QA specialists, and artists to align on project goals.

Key Accomplishments

- Ensured successful delivery of diverse client projects across various genres and platforms by adapting to custom requirements, integrating tailored features, and meeting strict delivery timelines.
- Delivered a fully functional 3D Texas Hold'em Poker Game in Unity, featuring immersive environments, fluid card animations, and scalable multiplayer architecture.
- Built a high-performing **McDonald's-style Drive-Thru POS simulation**, incorporating vehicle queuing logic, real-time order processing, delivery mechanics, and performance-based scoring using Unity.
- Enabled on-time delivery of complex game features by leading a cross-functional team of Unity developers and 2D/3D artists; handled all aspects of sprint planning, task breakdowns, and pipeline coordination.
- Enhanced game functionality and monetization by integrating core systems including character selection, in-game currency, IAP, analytics, and platform-specific performance optimization for Android, iOS, WebGL, and Steam.
- Improved development pipelines to increase efficiency, reduce bottlenecks, and resolve complex production issues within varying scopes and deadlines.

Reskinned and customized existing mobile games aligned with branding and localization standards across diverse markets. Collaborated with artists and senior developers to replace in-game assets, adjust UI layouts, and maintain functional consistency across game versions. Gained hands-on experience with Unity and Git by contributing to real production pipelines and managing version control workflows.

Key Accomplishment

- Supported and streamlined day-to-day development tasks while refining attention to detail and understanding of cross-functional coordination within a game studio environment.

Notable Game Titles & Projects

- **Texas Holdem 3D:** A realistic 3D poker game featuring immersive casino environments and multiplayer gameplay.
- **Point of Sale System:** A gamified POS simulation where players manage customer orders, deliveries, and scoring based on speed and accuracy.
- **Mouse Escape: Puzzle Adventure:** Help a clever mouse solve puzzles and escape tricky traps in this engaging adventure puzzle game.
- **Build & Drive: Car Stunts:** Construct your own stunt tracks and perform epic car stunts in a physics-based driving challenge.
- **Speedway:** High-speed racing game with fast cars, sharp turns, and competitive time challenges on dynamic tracks.
- **White Tiger Simulation:** Step into the wild as a majestic white tiger, hunting, exploring, and surviving in a lush 3D jungle world.
- **Grand Gangster Simulation:** A crime-driven open-world game where players rise through the underworld with action-packed missions.
- **Scary Monster Horror Game 3D:** A first-person horror experience where players must escape terrifying monsters in a haunted setting.
- **Poker Hall 3D:** A stylized 3D poker experience set in luxurious virtual halls, offering competitive play and interactive tables.
- **Zombie Survivors:** Survive waves of zombies using weapons, strategy, and upgrades in this intense survival action game.
- **Save The Baby:** A quick-reaction puzzle game where players solve scenarios to protect and rescue a baby from danger.

Education

Bachelor of Science in Software Engineering
Superior University Lahore

- Specialized in software development, object-oriented programming, databases, and system design. Completed academic projects in web development and game design using Unity and C#.