

Sheryar Javed

Game Developer

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Pakistani

github.com/003ZEUS



PROFESSIONAL EXPERIENCE

Unity Game Developer specializing in gameplay programming, mechanics design, and full game development. Experienced in creating 2D and 3D games including third-person controllers, camera systems, AI, combat systems, and mobile-ready architectures. Focused on polished gameplay feel, performance, and scalable systems.

Game Developer, Tecshield

06/2025 | Lahore, Pakistan

2D Platformer Game Developed full gameplay including movement, enemies, combat, and level systems.

Block Blast Style Puzzle Game Created gridbased puzzle game with scoring system and mobile ready architecture.

Flappy Bird Style Game Implemented procedural obstacle spawning, scoring, and restart system.