

## Senior Unity Engineer

## Summary

## Skills

## Experience

## Education

Bachelor of Science in Computer Science  
2015 - 2019

**VR MG (Myasthenia Gravis) Simulation**

Technical Lead | Meta Quest 3 | Client Delivered

2025 - 2026

- Led end-to-end architecture and delivery of a **standalone VR medical simulation on Meta Quest 3 using Unity (C#), OpenXR, and XR Interaction Toolkit**, implementing **hand tracking, gesture-based interaction, and spatial UI/UX**
- Optimised **shaders, lighting, draw calls, and frame-time** to maintain **72fps+ on standalone Quest hardware** — successfully delivered to a **medical client** across the full SDLC

**Sacred Tails (Pokémon-Inspired RPG)**

Technical Lead | PC, iOS, Android | Shipped

2025

- Stabilised and restructured an **inherited Unity (C#) codebase**, delivering core gameplay systems including **tactical combat, NFT-based creature mechanics, and modular progression architecture** with **Azure PlayFab integration**
- Led **iOS and Android porting and performance optimisation** using **Photon networking**, improving FPS by **~30% on low-end devices** and integrating **PlayFab services (accounts, inventory, and matchmaking)**

**GOSI Verse (VR Financial Literacy)**

Technical Lead | WebGL, PC, Meta Quest 3 | Shipped

2024 - 2025

- Led end-to-end development of **Saudi Arabia's first government-backed multiplayer financial literacy app** using **Unity (C#)** and **Photon Fusion** across **WebGL, PC, and Meta Quest 3**
- Architected **cross-platform multiplayer systems** and optimized for **VR comfort (frame rate, latency)** while ensuring accessibility through web and desktop deployments for educational institutions

**Mythya (RTS)**

Technical Lead | Android, PC | Shipped

2024 - 2025

- Took over and stabilised a **Zenject-based dependency injection architecture in Unity**, delivering core **RTS systems including AI, economy management, and army control** with scalable, modular design
- Directed **cross-platform optimisation and scalability efforts**, mentoring the team through **modular refactoring** to improve long-term maintainability and runtime performance

**Inferni: Hope & Fear**

Gameplay Engineer | PC, Steam | Shipped

2024

- Optimised **asset pipelines, shaders, and memory management**, boosting overall performance by **50%** and reducing load times by **30%** on a shipped Steam title
- Enhanced **combat responsiveness** through **VFX tuning, animation polish, and feedback system refinement**, improving visual fidelity via **custom shader and post-processing optimisation**

**Goons: Legends & Mayhem (AA)**

Gameplay Engineer | PS4/5, Xbox, Switch | Shipped

2023 - 2024

- Implemented **EOS lobby and session flow integrated with Photon Quantum**, enabling stable **matchmaking and multiplayer linking across PS4/5, Xbox, Steam and Nintendo Switch**
- Led **cross-platform porting and multiplayer optimisation**, reducing load times by **~15%** and improving runtime stability by **~30%** across all target platforms

**WrestleQuest (AA)**

Port Engineer | Nintendo Switch, PS4/PS5 | Shipped

2023

- Led **Nintendo Switch port and platform-specific performance optimisation** for a shipped **AA wrestling RPG**, improving **runtime stability and platform compliance** by **15%**
- Mentored **two junior engineers** through the porting process, establishing **platform optimisation workflows** and build pipeline standards for console delivery

**FoodFight: Culinary Combat / Atari (AA)**

Gameplay Engineer | Nintendo Switch | Shipped

2022 - 2023

- Completed and stabilised **Photon Bolt networking for Nintendo Switch**, delivering **real-time combat synchronisation and cert-compliant online session management**
- Led **platform-specific porting and performance tuning**, achieving stable online gameplay and passing **Nintendo Lotcheck certification** requirements

**Life in Willowdale: Farm Adventures (AA)**

Gameplay Engineer | Nintendo Switch, PS4/5, Steam | Shipped

2019 - 2022

- Architected core **gameplay systems** including **inventory, combat, farming mechanics, and boss fight systems**, alongside **scalable save/load and cross-platform state management**
- Led **Nintendo Switch port with platform-specific tuning**, improving FPS by **25%** through **shader optimisation, memory profiling, and UI performance improvements**

**Decentraland (Metaverse)**

Gameplay Engineer | Decentraland Engine | Shipped

2022 - 2023

- Built an **NFT-integrated gameplay experience** leveraging **OpenSea APIs and smart contract workflows**, combining blockchain asset ownership with interactive gameplay mechanics
- Delivered **technical art and environment scripting** to enhance user engagement, bridging **Web3 infrastructure and gameplay design** within the Decentraland ecosystem