

# Abdul Ahad

Versatile Game Developer with over 6 years of experience crafting engaging mobile apps and games, focusing on hybrid casual and live ops titles. Expert in Unity3D and growing Unreal Engine skills, with proficiency in integrating backend systems (Nakama, Photon, Firebase) to deliver seamless online experiences. Boosted user retention by 18% through innovative game design at Film Factory. I aim to contribute my expertise of game development to a dynamic gaming studio.

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## WORK EXPERIENCE

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### Techstract

Lead Game Engineer

June 2023 - Present

- Led cross-functional teams to launch 5+ titles on Steam, iOS, and Android.
- Collaborated on a large-scale project using **Git** for smooth teamwork with devs and artists.
- Optimized game size with dynamic streaming, cutting install size by 25% and load times by 30%.
- Managed post-launch updates and **live events**, increasing player engagement by 15%.
- Built scalable, low-latency **multiplayer systems** with Photon, Nakama, and Node.js tailored to project needs.

### Tiny Kraken

Game Engineer

April 2020 - May 2023

- Partnered with top publishers like **Homa** and **Super Sonic**.
- Designed scalable architectures using **SOLID** principles and **ScriptableObjects**.
- Contributed to hit mobile games with **100K+** downloads

### Film Factory

Game Engineer

July 2016 - December 2017

- Developed hit parking and stunt games with smooth controls, boosting user retention by 18%.
- Improved performance by optimizing draw calls, batching, and LODs, boosting frame rates by 20%.
- Improved loading times using **asset bundling** and async scene management.

## EDUCATION

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### University of Lahore

Bachelor of Science (CS)

2016 - 2020

## PROJECTS

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### Tower Archer [🔗](#)

A Casual Game with 1M + downloads

### Crop to Craft [🔗](#)

An Arcade Idle game with 500K downloads.

## SKILLS

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- **Game Development:** Unity3D, C#, SOLID Principles
- **Multiplayer & Networking:** Nakama, Photon, Firebase, Socket.IO
- **Optimization:** LOD, Asset Management
- **Monetization:** In-app purchases, Ads, Subscriptions
- **Tools & Version Control:** Git

## AWARD

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**Best Mobile Game Award at** University Of Lahore