Ahmad Raza

Software Engineer / Game Developer

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PROFESSIONAL SUMMARY

Creative and results-driven Game Developer with 4 years of experience building engaging, high-performance games across mobile, WebGL, AR/VR, and mixed reality platforms. Expert in C# and Unity, with a strong command of UI/UX design principles that enhance player interaction and satisfaction. Proven track record of delivering polished, on-time projects while collaborating with cross-functional teams. Passionate about innovation, continuous improvement, and pushing the limits of interactive experiences.

Professional Experience

GAME DEVELOPER | ARGONTEQ | APRIL 2025 – PRESENT

· Currently leading the front-end development of **Zanthlar**, a competitive multiplayer card game built in Unity.
· Designed and implemented interactive UI/UX systems for card interactions, game phases, and player stats using C# and Unity's UI Toolkit. Successfully completed multiple projects according to client requirements.
· Collaborated closely with the backend team to integrate custom networking protocols for real-time gameplay and data sync.
· Conducted testing and debugging to identify and resolve technical issues and improve overall product quality

GAME DEVELOPER | CONOVO TECHNOLOGIES | MAY 2022 – APRIL 2025

· Worked collaboratively with clients to understand their specific requirements and needs, and tailored project plans accordingly.
· Maintained regular communication with clients throughout the project lifecycle to ensure that their needs were being met and that the project was progressing as planned.
· Successfully completed multiple projects according to client requirements.
· Maintained detailed project documentation and provided regular progress updates to clients and project stakeholders.
· Conducted testing and debugging to identify and resolve technical issues and improve overall product quality

UNITY DEVELOPER | MINDBOTIX | APRIL 2021 – APRIL 2022

· Developed and implemented game systems and mechanics using C# and game engine.
· Developed simulation games using Unity, including designing gameplay mechanics, implementing AI systems, and creating realistic physics simulations.
· Worked closely with other engineers to optimize game performance and reduce load times.

Education

BACHELOR OF SCIENCE IN COMPUTER SCIENCE | 2017-2021 | UNIVERSITY OF ENGINEERING AND TECHNOLOGY, LAHORE, PAKISTAN

Skills & Abilities

· Game Design and Development | C# | Augmented Reality | Virtual Reality | Multiplayer | Unity Version Control | Rest Apis | Deployment | Zenject | UniRx | Amazon S3 Bucket | WebGL | Mixed Reality | Reactive Programming | Git

Tool & Technologies

· Visual Studio | Unity | JIRA | Trello | GitHub | Postman | Firebase | Unity Version Control

Projects

Poker Game (WebGL)
· Developed the front-end using Unity, while the backend was implemented in .NET
· Integrated Firebase for real-time database management.
· Utilized RESTful APIs to send and retrieve data between the Unity frontend and .NET backend.
· Designed intuitive UI and optimized game mechanics for a seamless multiplayer experience.

AR Education Explorer App
· Developed an AR application allowing users to explore educational content interactively.
· Designed UI/UX for intuitive navigation and implemented AR content placement using Unity and AR Foundation.
· Conducted rigorous testing to ensure compatibility across AR-enabled devices.

AR Drawing App
· Created an AR drawing application that lets users draw and interact with 3D objects in real-world environments.
· Integrated intuitive drawing mechanics and optimized performance for smooth rendering.
· Implemented features for saving and sharing drawings within the app.

Driving Training Application (HoloLens)
· Created a mixed reality driving tutorial app with comprehensive instructions on traffic signs.
· Designed interactive driving lessons and collaborated with stakeholders to meet educational standards.
· Tested and debugged the application for a smooth HoloLens experience.

VR Video Player Application
· Built a WebGL-based VR video player with immersive video playback and interactive controls.
· Developed a visually appealing UI and optimized performance across WebGL platforms.

Death Race (Multiplayer)
· Designed multiplayer functionalities using Photon Fusion for synchronous gameplay.
· Integrated racing elements like vehicles, tracks, and power-ups to enhance the experience.
· Ensured minimal latency through extensive testing and debugging.

Falcon Strike Game
· Managed data using the Addressable Asset System and Amazon AWS S3 Bucket.
· Designed reusable levels using Scriptable Objects and stored player states with JSON.
· Debugged and tested for seamless integration and smooth gameplay.

Puzzle Game
· Created challenging gameplay mechanics and visually appealing UI/UX.
· Tested and optimized the game for cross-device compatibility.

Languages

· English
· Urdu