

Wajahat Shaikh

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Portfolio: <https://ainsteindex.github.io/portfolio.html> · Website:

<https://ainsteindex.github.io>

PROFESSIONAL SUMMARY

Self-taught Unity Game Developer with 2+ years of experience designing and building 2D/3D games for mobile platforms. Released 2 games on the Play Store. Skilled in C#, gameplay systems, UI design, and mobile optimization. Eager to contribute to a collaborative team and grow within a professional game development environment.

TECHNICAL SKILLS

- **Languages/Engines:** C#, Unity 2021–2022 , Unity 6
- **Gameplay Systems:** Input, Inventory, Quest, Combat, AI, Dialogue, Saving/Loading
- **Tools:** Timeline, Animator Controller, Cinemachine, Unity UI, Shader Graph(Basic)
- **Version Control:** Git, GitHub

- **Other Tools:** Blender, Substance Painter, Substance Designer (Basic), Photoshop, Audacity, Cascader
 - **Platforms:** Android, Windows
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GAME PROJECTS


The Blight and The West (*Unity / Android*)

Genre: Top Down RPG, Choices Matter

Status: In Development

Top-down story-driven RPG

- Built core systems: inventory, quests, dialogue, combat, horse riding
- Optimized VFX and shaders for mobile
- Designed cutscenes with Timeline and Cinemachine
- Handled terrain, scripting, and performance

 Gamplay video, screenshots and gifs available in portfolio:

<https://ainsteindex.github.io/portfolio.html>


Multiplayer Prototype(*Unity*)

Genre: First Person Dungeon Crawler, Rogue Lite

Status: Not Finished

Peer-to-peer Multiplayer Prototype

- Built P2P multiplayer using Unity Transport Layer / Netcode
- Procedural Dungeon Creation In Engine(Not Realtime)
- Synchronized player position, shooting, and basic lobby system
- Used for testing networking logic and performance

 Trailer, screenshots and gifs available in portfolio:

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Time Trigger (*Unity / Mobile*)

Genre: TPS - Shooter

Status: Released (Unlisted from Google Play Store)

Casual Third-Person Shooter with score-based mechanics

- Developed shooting system, level transitions, and AI (Enemy) behavior
- Integrated ad monetization (Unity Ads)
- Prepared final builds, tested across low-end and mid-range hardware

 Trailer, screenshots and gifs available in portfolio:

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Escape (*Unreal / Android*)

Genre: First- Person Horror Escape

Status: Released (Removed from Play Store after engine switch)


Atmospheric horror experience focused on exploration and environmental tension

- My first published game — developed using Blueprint scripting in Unreal

- Players navigate a mysterious facility, solving light puzzles to find a way out
- Designed to evoke dread and immersion rather than rely on jump scares
- Gained organic attention with playthroughs by some small YouTubers -

 **Gamplay Youtube Link:**  **Escape - Android Gameplay**

 **Escape: Horror Game - Full Gameplay Video (Android) | by Einstein |**

 Trailer, screenshots, gifs and more playthroughs available in portfolio:

<https://ainsteindex.github.io/portfolio.html>

EXPERIENCE

Freelance / Indie Game Developer

Remote · 2022 – Present

- Designed, developed, and published 2 full games
- Focused on gameplay scripting, UI/UX, and performance optimization
- Used music and sound effects sourced from asset libraries and third-party creators
- Adapted project scope and workflows for solo development

EDUCATION / LEARNING

- Unity Game Development Bootcamp – Udemy (2023)
 - Self-taught via Unity Learn, YouTube (Brackeys, CodeMonkey, etc.)
 - Ongoing: Learning Multiplayer networking
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