

Wajahat Shaikh

Game Developer

▪ Contact

- » Mumbai, India - (Willing to Relocate)
- » Bobbyshaikh7886@gmail.com
- » Portfolio - <https://ainsteindev.github.io/portfolio.html>

▪ Technical Skills

▪ Engines:

- » Unity 2021–2022, Unity 6,
- » Unreal Engine(Basic)

▪ Languages:

- » C# (Advance)
- » Unreal Blueprints(Intermediate)

▪ Art & Content Creation Tools:

- » Blender
- » Substance Painter
- » Substance Designer(Basic)
- » Photoshop
- » Audacity
- » Cascadeur

▪ GamePlay Systems:

- » Inventory
- » Quest
- » AI, Dialogue
- » FSM
- » Saving/Loading
- » UI

▪ Version Control:

- » Git
- » GitHub

▪ Platforms:

- » Android
- » iOS
- » Windows

▪ Professional Summary

» Self-taught Unity Game Developer with over 2 years of hands-on experience creating 2D and 3D games for mobile and PC. Released multiple Play Store titles, plus developed a story-driven RPG and a multiplayer prototype. Proficient in C#, core gameplay systems, UI/UX design, and mobile performance optimization. Passionate about crafting engaging player experiences and eager to contribute to an innovative development team.

▪ Game Projects

▪ The Blight and The West (Unity / Android) – In Development

- Top-down story-driven RPG where choices impact progression.
 - » Built inventory, quest, dialogue, combat, and horse riding systems.
 - » Designed cutscenes with Timeline and Cinemachine.
 - » Optimized shaders and VFX for mobile performance.

▪ Multiplayer Prototype (Unity) – Prototype

- First-person dungeon crawler with peer-to-peer multiplayer.
 - » Implemented multiplayer using Unity Transport / Netcode.
 - » Procedural dungeon creation (in-engine).
 - » Synced player actions and lobby system.

▪ Time Trigger (Unity / Mobile) – Released, Unlisted

- Third-person shooter with score-based progression.
 - » Developed shooting mechanics, level transitions, AI behavior.
 - » Integrated Unity Ads monetization.
 - » Implemented responsive mobile controls with optimized UI layout.

▪ Escape (Unreal / Android) – Released, Removed

- First-person horror escape experience.
 - » Designed atmospheric exploration with light puzzles.
 - » Optimized lighting and post-processing for mobile performance.
 - » Created environmental storytelling through sound cues and level layout.

▪ Experience

- » Freelance / Indie Game Developer (2022 – Present) – Remote
- » Designed, developed, and released multiple Unity/Unreal games.
- » Specialized in gameplay scripting, UI/UX, and mobile optimization.