Wajahat Shaikh

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Portfolio: https://ainsteindev.github.io/portfolio.html · Website: https://ainsteindev.github.io

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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, Cascaduer

- **Platforms**: Android, Windows

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:
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Multiplayer Prototype*(Unity)*

Genre: FirstPerson Dungeon Crawler, Rogue Lite
                                        Status: NotFinished

Peer-to-peer Multiplayer Prototype

- Built P2P multiplayer using Unity Transport Layer / Netcode
- Procidural 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)

- 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 Ainstein** │

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