



SHAIKH AKIF

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SUMMARY

Passionate game developer on the Unity platform with a strong track record of 4+ years in designing and developing high-performance games for mobiles and PCs. A track record that includes great, polished, and bug-free game delivery within tight deadlines. Strong ability to tune game mechanics and performance across various genres using the Unity and Unreal Engine platforms.

WORK EXPERIENCE

Freelance Game Developer (Remote)

Present

- Designed mobile and PC games' unique gameplay, visuals, and interfaces of both action-adventure and strategy games.
- Consulted with clients to identify project objectives, goals, and expected outcome and deliverables.
- Delivered quality games on or before the required time with high performance and least number of bugs using Unity C# and Unreal Engine.

Junior Game Developer, Brahman Studios & Secernate Games

Dec 2023 – May 2024

- Developed gameplay mechanics, graphics, audio, and users interfaces for a number of projects.
- Participated in the concept of an open-world RPG, and addressed its gameplay and interface aspects.
- Implemented C# code with high quality and produced an optimal gameplay for multiple platforms. Worked in tandem with the designers and developers and discussing with them the problems and considering how to overcome these and achieve set goals.

Game Development Intern, Level2Games

2022 – 2023

- Helped in the creation of the primary game mechanics and drawing the game graphics as well as providing corrections to the compromised game functions.
- Designed and wrote Maintainable code in accordance with assigned Standards & Practices to Check the stability of the game product.

KEY PROJECTS

- **The Ultimate Resort** – Idle simulation resort management game ([The Video link](#))
took charge of designing and building the essential resource systems.
- **Sea Monster** – Hybrid casual 3D mobile game
Developed levels and character mechanics for an Archero-style action gameplay experience.
- **Wheelchair Runner** – Hyper-casual mobile game ([Video link](#)).
Created unique and fun style gameplay mechanics and designed intuitive user interfaces.
- **TypeToFight** – Hyper-casual puzzle mobile game ([Video link](#)).
Calibrated methods in a vocabulary-oriented puzzle game.
- **Galactic War** – Multiplayer space war deathmatch game ([Video link](#)).
Built real-time multiplayer gameplay using Photon Unity Networking (PUN).

SKILLS

- Programming Languages: C#, C++, Python, JavaScript
- Game Engines: Skilled in Unity and skilled in Unreal Engine.
- Platforms: Mobile (iOS, Android), PC
- Tools: In addition to Photoshop we have Git and GitHub along with Jira and Trello.
- Additional: Blender, MERN Stack
- Soft Skills: Being able to solve problems is essential.

EDUCATION

- Course in Game Development at the Backstage Pass Institute of Gaming and Technology in Hyderabad.
(Affiliated with JNAFAU)