

SHAIKH AKIF

📍 Pune, Maharashtra | ✉ Shaikhakif8149@gmail.com | ☎ +91 7776039819
[LinkedIn](#) | [Portfolio](#)

SUMMARY

Dedicated Unity Game Developer with over 4 years of experience in crafting engaging multi-platform games. Demonstrated expertise in object-oriented design, 3D Math, and performance optimization, with a proven track record of delivering polished, high-performance games on time. Skilled in team collaboration and versed in GitHub.

TECHNICAL SKILLS

- Strong Programming Languages: C#, C++, Python, JavaScript
- Cloud Services: AWS (knowledge of services and API Gateways)
- Game Engines: Skilled in Unity, basic knowledge of Unreal Engine
- Platforms: Mobile (iOS, Android), PC, WebGL
- Version Control: Git, GitHub
- Additional Skills: Blender (basic knowledge), MERN Stack
- Soft Skills: Strong problem-solving abilities, teamwork, and adaptability.

EXPERIENCE

Junior Game Developer, Secernate Games

Oct 2023 – May 2024

- Collaborated on the design and development of an open-world AAA RPG, focusing on gameplay mechanics, UI/UX design, and interface improvements to enhance player experience.
- Contributed to key gameplay elements, optimizing performance and ensuring the seamless integration of design assets within the game environment to improve efficiency and responsiveness.

Junior Programmer, Brahman Studios

May 2023 – Jul 2023

- Developed gameplay mechanics and user interfaces, while optimizing the use of Cinemachine for smooth camera transitions.
- Implemented high-quality C# code to produce optimal gameplay across multiple platforms.
- Collaborated closely with designers and developers, addressing challenges and devising solutions to achieve project goals effectively.

Game Development Intern, Level2Games

Dec 2022 – May 2023

- Spearheaded the development of core game mechanics and graphical elements, significantly enhancing gameplay experience and visual appeal.
- Authored and maintained high-quality, maintainable code, leading to a 80% improvement in game stability and performance, as measured by reduced bug reports and smoother gameplay.

KEY PROJECTS

- **The Ultimate Resort** – Idle simulation resort management game ([The Video link](#))
fully optimized for smooth performance and effortless level creation and expansion.
- **Sea Monster** – Hybrid casual 3D mobile game
Developed levels and character mechanics for an Archero-style action gameplay experience.
- **Wheelchair Rush** – Hyper-casual mobile game ([Video link](#)). ([PlayStore](#))
Created unique and fun style gameplay mechanics and designed intuitive user interfaces.
- **TypeToFight** – Hyper-casual puzzle mobile game ([Video link](#)). ([PlayStore](#))
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).

EDUCATION

- Bachelor's in Computer Science and Game Development from the Backstage
Pass Institute of Gaming and Technology, Hyderabad (affiliated with
JNAFAU).

2020 – 2024