



SHAIKH AKIF

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SUMMARY

Dedicated Unity Game Developer with over 4 years of work 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, successfully launched over three personal games on the Play Store.

WORK EXPERIENCE

Freelance Game Developer

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

Junior Game Developer, Brahman Studios & Secernate Games

Dec 2023 – May 2024

- Developed gameplay mechanics, graphics, audio, and users interfaces and also perfected cinemachine.
- 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

Nov 2022 – April 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).

SKILLS

- Strong Programming Languages: C#, C++, Python, JavaScript
- 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

EDUCATION

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