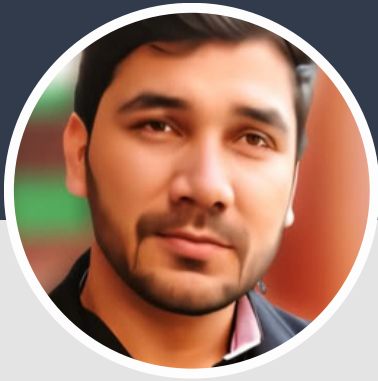# AMIR ALI GHAFOOR

## SENIOR UNITY DEVELOPER & PROJECT MANAGER

## CONTACT

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- ✉ amirghafoor97@gmail.com
- 📍 Lahore, Punjab Pakistan

## TECHNICAL SKILLS:

- Unity 2D & 3D Development
- C# Programming
- Multiplayer & Networking (Photon PUN/Fusion)
- Game Optimization & Performance
- QA & Game Testing (Functional, Regression, Performance)
- Project Management (Agile/Scrum, Team Leadership, Full Project Lifecycle)
- 3D Modeling & Asset Creation (Blender)
- UI/UX Design for Games & Applications
- Application Development (Mobile & Desktop)
- Third-Party Integrations (Firebase, AdMob, In-App

## PROFILE

Results-driven Senior Unity Developer with five years of experience across game development, QA, and project management. Expert in creating scalable and optimized Unity solutions, leading development teams, coordinating project lifecycles, and delivering polished, high-quality games on time through effective testing and performance optimization.

## WORK EXPERIENCE

### Game Development Intern
AUG 2018 - DEC 2018
**Centre of Game Design (CGD), University of Central Punjab**

- Completed a structured internship focused on game design and development using Unity
- Assisted in developing 2D and basic 3D games, implementing gameplay mechanics and UI systems
- Gained hands-on experience with C# scripting, game physics, animations, and asset integration
- Participated in game testing, debugging, and optimization to improve performance and stability
- Collaborated with designers and developers in a team-based development environment
- Learned core concepts of game design, level design, and player experience
- Followed best practices in version control, documentation, and project workflows

### Unity Game Developer
DEC 2020 - JULY 2021
**Goldfinch Games**

- Developed and maintained 2D and 3D games using Unity and C#, focusing on performance, scalability, and smooth gameplay
- Implemented core gameplay mechanics, UI systems, animations, and player controls
- Integrated third-party services including ads, analytics, in-app purchases, and backend tools
- Conducted debugging, testing, and optimization to ensure high-quality game releases
- Collaborated closely with designers, artists, and QA teams to deliver polished game experiences
- Assisted in feature planning, task estimation, and sprint-based development
- Maintained clean, modular, and reusable code following industry best practices

### Unity Game Developer
**The Game Storm Studios (Pvt.) Ltd**

AUG 2021 - APRIL 2022

- Designed, developed, and maintained 2D and 3D games using Unity and C# with a strong focus on performance and scalability
- Implemented gameplay mechanics, player controls, AI behaviors, UI systems, and animations
- Integrated third-party SDKs, including ads, analytics, in-app purchases, and backend services
- Performed game testing, debugging, and optimization to ensure smooth gameplay and high-quality releases
- Collaborated with designers, artists, and producers to translate game concepts into functional features
- Followed Agile/Scrum development practices and participated in sprint planning and reviews

### Senior Unity Game Developer & Project Manager   JUN 2022 - PRESENT
**Genius Games Studio**

- Led the design, development, and delivery of 2D & 3D games using Unity and C#, ensuring scalability and performance
- Managed the complete project lifecycle from planning and estimation to execution and release
- Supervised development teams, assigned tasks, tracked progress, and ensured on-time delivery
- Designed and implemented core gameplay systems, UI, AI behaviors, and multiplayer features
- Conducted extensive QA testing, including functional, regression, and performance testing
- Identified, documented, and resolved bugs to ensure high-quality, stable game releases
- Coordinated with designers, artists, and stakeholders to align technical execution with creative vision
- Implemented Agile/Scrum workflows, sprint planning, and milestone reviews
- Optimized game performance across multiple platforms

## EDUCATION

**University Of Central Punjab Lahore**      2017 - 2021
Bachelor of Science (BSCS) in Computer Science