Asad Ali

Date of birth: 18/04/2000 Nationality: Pakistani

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Profile

As a Unity 2D/3D developer with 2 years of experience, I am skilled in creating immersive and engaging games using Unity. Here are some of my key strengths and achievements:

- Expertise in Unity game development: I have experience in both 2D and 3D game development, with a strong understanding of game mechanics, physics, and animation. I am proficient in scripting using C# and have developed several games with Unity.
- Relevant education: I hold a degree in Computer Science with a focus on game development. I have also completed several online courses and tutorials to stay up-to-date with the latest Unity features and best practices.
- Personal projects: In my free time, I enjoy working on personal projects to explore new game mechanics and technologies. I have developed several prototypes and small games that showcase my creativity and passion for game development.

Overall, I am a dedicated and passionate Unity developer with a strong portfolio of projects and a desire to continue learning and growing in the field.

Experience

12/2021 - PRESENT SAHIWAL, PAKISTAN

Unity 2D, 3D Developer Regal Systems

Key Responsibilities:

- Develop and implement game mechanics, UI/UX features, and other game components using Unity and C# scripting.
- Collaborate with designers and artists to ensure the integration of graphics, sound, and other assets into the game
- Optimize game performance and memory usage to ensure smooth and efficient gameplay.
- Work with project managers to develop project timelines and deliverables, and provide regular progress updates.

C C++ C# OOP Unity 2D Unity 3D

Education

09/2018 - 02/2022 SAHIWAL, PAKISTAN

Computer Science | BSCS University of Sahiwal

05/2016 - 03/2018 MIAN CHANNU, PAKISTAN

Computer Science | ICS Punjab Group Of Colleges

04/2014 - 05/2016 MIAN CHANNU, PAKISTAN Science | Matric Govt Model High School

Language

