# KHAYYAM ZAIB

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Professional and skilled Unity Gameplay Engineer with 2 years of experience in game development, offering expertise in creating immersive gaming experiences. Expertise in troubleshooting, optimizing game performance, and writing scalable and maintainable code. Experienced in software design patterns and game design principles. Possesses strong communication and problem-solving abilities. I excel in game design, boosting player retention and keeping engagement high for a compelling gaming experience.

## EXPERIENCE

### GAMICAN, RAWALPINDI - (JAN 2024 - PRESENT)

In my position as a Unity Game Developer at Gamican, my primary duties involve coding and troubleshooting to ensure the optimal performance of our mobile games. Collaborating closely with my team, I contribute to brainstorming sessions and the implementation of innovative ideas. My role extends to developing new functionalities, features, systems, and tools aimed at enriching our games.

A notable achievement in my career includes the successful enhancement of game economy and user experience, leading to increased session times, and In-App Purchases (IAPs), marking significant milestones in our projects' success and player satisfaction.

### THE ART GAMES, TAXILA - (MAY 2022 – DEC 2023)

As a Unity Game Developer at The Art Games, my role encompassed the full spectrum of game development for mobile platforms. This included everything from the ground up: crafting the initial concept, implementing user interfaces, to designing engaging levels. I dedicated myself to not only creating these elements but also to meticulous problem-solving, ensuring our games performed flawlessly on mobile devices. A key achievement was strategically placing ads and integrating in-app purchases (IAPs), actions that directly led to a significant increase in revenue.

## EDUCATION

**SEP 2021**

**BACHELOR OF SCIENCE IN COMPUTER SCIENCE, HAZARA UNIVERSITY**

## SKILLS

- Unity 3D
- Animator Controllers
- Third-Party API (Tweens, Mini-Maps)
- Data management
- Animations

- Game Testing and Game Optimizations
- Teamwork, Communication Skills
- Timeline, Cutscenes & Story Telling
- Characters AI, Physics
- Ads Implementation