

USMAN SALEEM

Unity Game Developer

• +923214447080 • osmansaleem18@gmail.com

Professional Summary

Creative Unity Game Developer with passion for crafting immersive and visually stunning gaming experiences. Passionate about leveraging Unity's tools to push boundaries of conventional gameplay mechanics and design. Consistently delivering innovative solutions that captivate and engage players.

Experience

Unity Game Developer, 01/2023 - Present

Ajax Studios

- Contributing to a long-term project (4+ years), focusing on level design and development and reinventing gameplay mechanics.
- Refactoring of preexisting code to optimize performance and improve efficiency.
- Preparing and modifying sound effects along with their code integration to enhance player experience from scratch.
- Collaborating with designers to conceptualize and implement innovative game features.
- Optimizing game performance and memory usage for both PC and mobile.
- Mentored and guide junior developers, providing technical leadership and expertise.

Unity Game Developer, 08/2022 - 01/2023

Invogue Technologies

- Optimized performance by minimizing memory, GPU, and CPU usage during gameplay sessions for multiple games.
- Refactored code to make it more adaptable to meet new requirements from game designers.
- Identified the process of bottlenecks, and implemented solutions in a timely manner for game lags.
- Carried Ads Implementation using Google Admob for Ad generation purposes.
- Designed and developed Shop Inventory System with JSON integration for multiple games.

Intern and Game Developer, 05/2021 - 03/2022

Infinity-Up Technologies

- Took ownership of the features and components in a game lifecycle, and collaborated with the product design and coding team.
- Coordinated with team members to define and develop limited-scale cross platform prototypes.
- Enhanced user experience by optimizing controller rig, response time, and UI interaction.
- Accompanied a team for a Play Canvas project which required expertise in the role of game analysis and design.

Education

Bachelors: Computer Sciences, 10/2020

University of Central Punjab

Skills

- **Unity (2D/3D)** – gameplay programming, physics, lighting, animation, UI
- **Ads Integration** – Rewarded Ads, Interstitials, Native Ads, Unity IAP
- **C# Programming** – clean, modular code, OOP, design patterns
- **Physics & Collisions** – rigidbody, triggers, custom physics
- **Version Control** - Plastic SCM, Git for project collaboration
- **UI/UX Design** – menus, HUDs, safe areas, touch inputs
- **Prototyping** – building and iterating ideas quickly
- **Gameplay Systems** – player controllers, enemy AI, inventory, level systems
- **Animation Systems** – Animator controller, blend trees, transitions
- **Game Optimization** – performance profiling, garbage collection, batching, LODs

Website, Portfolio and Profiles

<https://gamedevosman.github.io/>

<https://www.linkedin.com/in/usmansaleem1997/>