Ghulam Mustafa Rao

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SUMMARY

Accomplished Unity Game Developer with 3+ years of coding experience in C# and Unity.

WORK EXPERIENCE

FUNSOL Technologies – Unity Developer

Nov 2022 – Present

- Developed FPS, simulation, puzzle, PC, and blockchain games with advanced AI, optimized performance, and engaging mechanics.
- Integrated Firebase, Appsflyer, and Game Analytics for player insights; monetized with Google Ads, AppLovin, and IronSource.
- **Key projects:** FPS Games (AI + new modes), Slush Sort Puzzle (Photon Fusion 2 multiplayer, AI-driven difficulty), Scary Halen Naughty Kid Game (AI behaviors, cutscenes), Donut Empire Tycoon (simulation + optimization), PC Shooting Game (Blockchain-Integrated).

Rao Software Solutions – Junior Unity Developer

Apr 2022 – Aug 2022

- Built three Unity games (offline + online multiplayer with PHOTON).
- Integrated Facebook, Firebase, SQLite, and Unity Ads.

EDUCATION

BSc Computer Science – National University of Modern Languages, Islamabad (2022)

COURSES

Atomcamp AI & Data Science Bootcamp (2025): Covered EDA, ML, DL, NLP, LLMs, and Computer Vision.
Game Train Unity Professionals Training Program (2022): Covered Unity, C# (Basic & Advanced).

SKILLS

Game Dev: Unity (2D/3D), C#, OOP, Game AI, Photon Multiplayer, Firebase, Version Control
Soft Skills: Problem-Solving, Team Collaboration, Project Management, GitHub