Hafsa Sheikh

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Website: https://hafsasheikh.github.io/Hafsa-Sheikh-Portfolio/ | **LinkedIn:**

www.linkedin.com/in/gamedeveloper-unity3d-vr-expert/ | **Address:** Rawalpindi, Pakistan (Home)

WORK EXPERIENCE

GAME DEVELOPER – ALGORYTE – 01/09/2025 – 19/12/2025 – REMOTE, UNITED STATES

- Develop and maintain scalable game features using clean, modular architecture for multiple platforms and backends.
- Integrate and consume backend REST APIs, ensuring robust error handling, testability and maintainability for live games.
- Implement state machine architectures to manage complex gameplay and business logic, improving code reuse and extensibility.
- Collaborate with designers and artists to iterate quickly on features while keeping technical debt under control.

SR. GAME DEVELOPER – 9D TECHNOLOGIES – 01/08/2022 – 21/03/2024 – RAWALPINDI, PAKISTAN

- Developed and maintained immersive 2D/3D mobile games, including a high-performance bike racing game shipped on Android/iOS.
- Designed scalable game architecture and modular gameplay systems to support fast iteration and feature expansion across multiple titles.
- Created 100+ levels for a car simulation game, balancing difficulty progression, engagement and retention KPIs.
- Implemented animation systems to enhance puzzle gameplay, contributing to higher user retention and session length.
- Led optimization and debugging sprints, achieving 30% performance gains on mobile devices through profiling, memory management and asset optimization.
- Contributed reusable components and utilities to internal shared libraries and communicated changes to fellow developers.

JUNIOR GAME DEVELOPER – RAPIDEV GAMES – 06/03/2022 – 25/07/2022 – ISLAMABAD, PAKISTAN

- Built multiplayer kart-racing features with NFT asset integration and networked architecture for PC/mobile prototypes.
- Delivered a physics-based VR bowling game for Oculus Quest with realistic ball dynamics, collisions and user interactions.
- Prototyped and iterated on a PC-based 3D bowling game, including UI flows, input handling and moment-to-moment gameplay feel.
- Participated in code reviews, playtesting and performance tuning across multiple platforms.

EDUCATION AND TRAINING

05/10/2017 – 30/08/2021 Rawalpindi, Pakistan
BS SOFTWARE ENGINEERING Fatima Jinnah Women University

COMMUNICATION AND INTERPERSONAL SKILLS

Soft Skills

- Adaptability
- Problem-Solving
- Collaborative
- Time Management
- Effective Communication
- Eager to mentor and learn in cross-functional teams

PROGRAMMING SKILLS

Languages

- C#

Engines

- Unity

Projects

- **Hexa Sort:** Number puzzle brain game with engaging sorting mechanics and smooth UI.
- **Connect Balls:** Minimalist hyper casual ball-connecting puzzle game.
- **Car Simulation:** Modular architecture, difficulty curves, and tuned progression.
- **Bike Racer:** 3D racing systems, physics, camera, UI/HUD, and profiling.
- **VR Bowling (Oculus Quest):** Realistic physics, interactions & comfort-first VR UX.
- **2D Educational RPG:** Cutscenes, quiz combat, PlayFab cloud saves & auth.