# HAFSA SHEIKH

## SOFTWARE ENGINEER | GAME DEVELOPER

Rawalpindi, Pakistan | engr.hafsasheikh@gmail.com | +92 335 5405343 | Portfolio

### *SUMMARY*

Unity 3D Developer with 3+ years of experience crafting immersive, performant games for PC, Mobile, and VR. Proven ability to build clean, scalable gameplay systems, integrate assets (animations, audio, VFX), and optimize performance and memory usage.

### *CORE SKILLS & TOOLS*

- **Game Development:** Unity 3D, C#, Gameplay Systems, AI/State Machines, Physics, Cameras, UI/HUD, VFX Integration
- **Optimization & QA:** Profiling, Memory Management, Build Size Reduction, Playtesting
- **Pipelines:** Git, Bitbucket, Agile/Scrum, Code Reviews
- **Assets & Platforms:** PC, Mobile, VR (Oculus), PlayFab

### *PROFESSIONAL EXPERIENCE*

**Game Developer | Algoryte, Remote** ***Sep 2025 - Present***

- Work with backend APIs using a clean, modular architecture for improved scalability and maintainability
- Implement state machine architectures to manage complex application states and business logic.

**Sr. Game Developer | 9D Technologies, Rawalpindi** ***Aug 2022 - March 2025***

- Developed and maintained immersive 2D/3D games including a high-performance bike racing game.
- Designed scalable game architecture and modular gameplay systems for Android/iOS.
- Created 100+ levels for a car simulation game, balancing difficulty progression and engagement.
- Implemented animation systems to enhance puzzle gameplay, increasing user retention.
- Led optimization and debugging sprints, achieving 30% performance gains on mobile devices.

**Jr. Game Developer | Rapidev Games, NUST, Islamabad** ***March 2022 - July 2022***

- Built multiplayer kart racing features using NFT asset integration and networked architecture.
- Delivered physics-based VR bowling game for Oculus Quest with realistic mechanics.
- Prototyped and iterated on PC-based 3D bowling game with polished UI and user input handling.

### *EDUCATION*

**Bs. Software Engineering | Fatima Jinnah Women University, Pakistan** ***Oct 2017 - Aug 2021***

- Capstone Project: 3D Tennis Game with real-time physics and gameplay mechanics in Unity.