

HAFSA SHEIKH

SOFTWARE ENGINEER | GAME DEVELOPER

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SUMMARY

Detail-oriented and passionate Unity Developer with 3+ years of experience building scalable, high-performance 2D and 3D games for iOS, Android, PC, and VR platforms. Expert in Unity3D, C#, and game physics, with a strong grasp of gameplay mechanics, optimization, and UI/UX integration. Adept at collaborating in cross-functional teams, translating design specs into immersive experiences, and mentoring junior developers. Committed to delivering elegant code and engaging gameplay in AGILE environments.

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.

PROFESSIONAL EXPERIENCE

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.

Freelance Game Developer | Upwork

Aug 2023 - Dec 2023

- Designed and launched a 2D educational RPG with cinematic cutscenes and interactive quizzes.
- Integrated PlayFab for cloud saves and user authentication, ensuring smooth player progression.
- Version control and collaboration via Bitbucket and agile task boards.

CORE SKILLS & TECHNOLOGIES

- Unity3D development for 2D/3D games across iOS, Android, PC, and VR
- C# programming with strong object-oriented design and data structure knowledge
- Gameplay mechanics design, physics integration, and dynamic interactions
- Profiling, debugging, and optimizing for performance and memory efficiency
- UI/UX implementation with HUD design, animations, and player interaction systems
- Multiplayer architecture using networked systems and PlayFab integration
- VR development (Oculus Quest), NFT-based gameplay, and asset ownership systems
- Cloud syncing, user progression, and authentication via PlayFab
- Version control using Git, Bitbucket, and collaborative workflows
- AGILE development methodology and modular system design