

HAIDER SALIM

Interactive Experience
Designer and Developer

• contact

✉ haidersalimkhawaja@gmail.com

📍 Lahore, Pakistan

🌐 My Portfolio site

• Skills

Unity C#	<div><div></div></div>	90%
C++	<div><div></div></div>	90%
Gameplay Design	<div><div></div></div>	65%
Adobe Photoshop	<div><div></div></div>	80%
Pixel Art	<div><div></div></div>	60%
Level Design	<div><div></div></div>	55%

• Language

- English
- Urdu



• Profile

As a passionate Unity game developer, I am always eager to expand my skills and knowledge to create exceptional gaming experiences. I thrive on the challenge of bringing innovative ideas to life and am constantly seeking new projects that push the boundaries of what's possible in game development. Whether you're working on a small indie project or a larger game, I'm here to help turn your vision into reality. Don't hesitate to reach out—I'm excited to collaborate and contribute to your game project in any way I can.

• Work Experience

Game Development | Quantum Sols | Jun 2023 - Nov 2023

- Created mobile games and UI in Unity game engine

Gameplay Programming, 2D UI & Game Design | M-Labs internship | Jun 2024 - Aug 2024

- Learned about the mobile game market and created a Hyper-casual game called "Space Leap" in the game jam at the end of the internship

• Education

- Bachelor's Degree in Software Engineering | Graduate in 2026
- Intermediate of Computer Science with Physics (ICS Physics) | 2019 - 2021
- Matriculation/Secondary School | 2017 - 2019