AMIR HAMZA
SENIOR GAME DEVELOPER

📍 Thokar Niaz Baig

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🔗 LinkedIn

💼 Portfolio

ABOUT ME

I am a dedicated Unity Developer with a BSSE degree from Comsats University Islamabad. With over 5 years of experience, I've successfully executed numerous projects for business and consumer applications. I possess strong problem-solving abilities, creativity, and a commitment to enhancing my skills. I thrive in both team-based and self-directed environments.

EXPERIENCE

- **SENIOR UNITY DEVELOPER**
  Hazel Mobile, Lahore | October 2022 - Present
  Gained expertise in developing large-scale games and acquired skills in creating hyper-casual games. Led a team and successfully managed a project, meeting challenging deadlines

- **UNITY DEVELOPER**
  OZI PUB, Lahore | October 2020 - October 2022
  Developed foundational game code, enhanced game quality, and optimized performance

- **INTERNSHIP**
  Comsats Software House, Sahiwal | Jul y 2019 - June2020
  Created several games and significantly advanced proficiency in Unity

EDUCATION

- **BSSE Comsats University Islamabad, Sahiwal campus| 2016 - 2020**

PROJECTS

- 🔗 **Bus Simulator - Bus Games**
  Upgraded bus controls, built new camera systems, added a hitable AI NPC for satisfying impact, and created a dynamic start cutscene system.

- 🔗 **Fashion Store Simulator 3D**
  I took this project from a simple idea all the way to a fully developed game. All controls and interaction systems were built from scratch and designed with a modular architecture.

- 🔗 **Agent Hunt: Spy Shooter Game**
  I turned this idea into a complete game with fully custom, modular controls and interaction systems.

- 🔗 **GT Bike Racing Real Bike Game**
  I upgraded the controls, added new modes and features, and fixed several major issues in the game code.

- 🔗 **Spider Superhero Rope Hero**
  I also added new hero abilities, made walls climbable, and expanded the game with additional levels.

- 🔗 **Crime City Robbery Thief Games**
  I also added new hero abilities, made walls climbable, and expanded the game with additional levels.

- 🔗 **Hungry Snake 3D - Worm Games**
  Built snake controls, an AI behavior, and all snake abilities.

- 🔗 **Cube Mania 2048 - Merge Number**
  Developed player controls, cube-merging mechanics, and AI behavior systems.

Skills

- C# with SOLID principle
- Gameplay Mechanics
- Design Patterns
- Event-Driven Programming
- Unity State Machine Architecture
- API Integration
- Unity Input System
- Animator & Blend Trees
- Scriptable Objects
- Performance Optimization