

AMIR HAMZA

SENIOR UNITY DEVELOPER

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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

INTERNSHIP

Comsats Software House, Sahiwal | July 2019 - June 2020

Created several games and significantly advanced proficiency in Unity

UNITY DEVELOPER

OZI PUB, Lahore | October 2020 - October 2022

Developed foundational game code, enhanced game quality, and optimized performance

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

Education

BSSE

Comsats University Islamabad, Sahiwal | 2016 - 2020

PROJECTS

Bus Simulator - Bus Games

✓ <https://play.google.com/store/apps/details?id=com.jimaapps.city.coach.bus.simulator.driving&hl=en&gl=US>

Fashion Store Simulator 3D

✓ <https://play.google.com/store/apps/details?id=com.supermarket.fashion.clothing.store.simulator>

Agent Hunt: Spy Shooter Game

✓ <https://play.google.com/store/apps/details?id=com.agent.spy.ops.gun.shooter.action.game>

GT Bike Racing Real Bike Game

✓ <https://play.google.com/store/apps/details?id=com.gast.tron.bike.transform.car.race.sim>

Spider Superhero Rope Hero

✓ <https://play.google.com/store/apps/details?id=com.gkstudio.flying.stickman.man.superhero.rope.hero.transform>

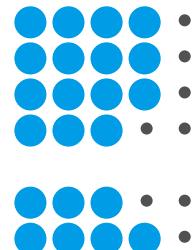
Crime City Robbery Thief Games

✓ <https://play.google.com/store/apps/details?id=com.vinegargames.virtual.thief.simulator.game>

Skills

Programming & Technical

C# with SOLID principle
Design Patterns
Event-Driven Programming
Unity State Machine
Architecture
API Integration
Gameplay Mechanics



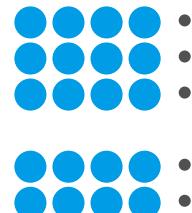
Unity Engine Skills

Unity Input System
Animator & Blend Trees
Scriptable Objects
Performance Optimization



Gameplay Specializations

FPS/TPS Controller
Camera Systems
Dynamic Day Night System with baked light
NPC AI & Behavior Systems
Interaction Systems



Soft Skills

Problem Solving
Adaptability
Creativity
Time Management
Communication

