

AMIR HAMZA

SENIOR GAME DEVELOPER

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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 | July 2019 - June 2020

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