

# AMIR HAMZA

## SENIOR GAME DEVELOPER

📍 Thokar Niaz Baig

✉ amir hamza

☎ 03167740735

🌐 [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