AMIR HAMZA

SENIOR GAME DEVELOPER

📍 Thokar Niaz Baig | ah408567@gmail.com

+923167740735 | 🔗 **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 skills, creativity, and a continuous drive to improve my abilities. I thrive in both team-based and self-directed environments.

Skills

- Unity Game Development (2D, 3D, Mobile, IOS, WEBGL, AR)
- C# , SOLID principle
- Gameplay Mechanics, Design Patterns
- Event-Driven Programming, Scriptable Objects
- Unity State Machine Architecture
- API Integration
- Unity Input System, Animator & Blend Trees
- Performance Optimization

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

PROJECTS

https:// Bus Simulator - Bus Game

Upgraded bus controls, built new camera systems, added a hitable AI NPC for satisfying impact, and created a dynamic start cutscene system.

https:// Fashion Store Simulator 3D

Drove the project from initial concept to full development. Architected all core controls and interaction systems from scratch using a modular architecture for scalability and easy content updates.

https:// Agent Hunt: Spy Shooter Game

Transformed the concept into a complete TPS game. Built a modular control and interaction system, implemented a polished player controller with aiming/combat, and developed a complete weapon and inventory system. Designed advanced NPC behaviors (cover, engagement) and an adaptable control framework for vehicles (cars/boats).

https:// GT Bike Racing Real Bike Game

Refactored legacy code, upgraded control systems, and implemented new modes and features. Resolved several major game-breaking bugs, improving game stability and user experience.

https:// Spider Superhero Rope Hero

I also implemented new hero abilities, added wall-climbing mechanics, and expanded the game with additional levels.

https:// Crime City Robbery Thief Games

I upgraded the controls, added new modes and features, and fixed several major issues in the game code.

https:// Hungry Snake 3D

Developed core snake controls, complex AI behavior, and all snake abilities using a modern Unity architecture (e.g., Scriptable Objects, State Machine).

https:// Cube Mania 2048

Developed player controls, cube-merging mechanics, and AI behavior systems.

EDUCATION

BSSE
Comsats University Islamabad
📍 Sahiwal Campus | 2016 - 2020