

HANFIA JAHANGIR

SENIOR SOFTWARE ENGINEER | UNITY GAME DEVELOPER

Email: Hanfia.Jahangir

Telephone: +92 330 4385351

City: Lahore, Punjab

LinkedIn: [linkedin.com/in/hanfiahahangir-793861109](https://www.linkedin.com/in/hanfiahahangir-793861109)

PERSONAL STATEMENT

As a Unity Developer with over 6 years of experience, I specialize in C# programming, designing game loop architectures, and implementing robust design patterns. My expertise spans all aspects of game development, from programming to comprehensive game design, ensuring engaging and high-performance gameplay experiences. I excel in managing and leading development teams, having successfully trained and mentored junior developers over the past 4 years. My focus is on delivering innovative, polished final products while fostering a collaborative and productive team environment. I am passionate about creating immersive games that meet industry standards and captivate players.

KEY TECHNICAL SKILLS

- **Game Development:** Unity, C# Programming, Colyseus, Mirror, Quantum
- **Game Design:** Game Loop Architecture, Environment Design, Story Writing
- **Backend/Server:** Firebase, Colyseus
- **API & Third-Party Integration:** Postman, Insomnia, Firebase
- **Web3 & Crypto:** Web3 Authentication, Cryptocurrency Wallet Integration (Solana, Phantom)
- **Project Management:** Team Management, Project Planning, Game Design & Story Development
- **Specialized Skills:** NFTs, Game Economy Design, Level Design

ADDITIONAL SKILLS

- Third-Party SDK Integrations
- CI/CD Pipelines
- Performance Optimization & Security Best Practices
- Agile Methodologies
- Design Patterns: Factory Pattern, State Pattern, Observer Pattern, Singleton Pattern
- S.O.L.I.D Principles
- Client Collaboration: Work closely with clients to develop ideas into games
- Version Control: Git
- VFX Creation and Modifications
- SFX

EMPLOYMENT HISTORY

Salvay – Senior Game Developer (SSE)

December 2022 - Present (1 year 10 months)

Florida, United States

- Led the development of a multiplayer Match Three Game for Hexagon Studio, focusing on API integration, real-time PVP mode, and player rank systems.
- Designed and integrated in-game economy systems and a story mode with increasing difficulty.
- Utilized TypeScript and Colyseus for server-side functionality, implementing design patterns for scalability.
- Worked on a multiplayer Kart Racing Game, gaining expertise in Photon Quantum for real-time multiplayer, 3D physics, and data modeling.
- Managed client relations, team management, and project management responsibilities.

CLV Technologies – Senior Game Developer (SSE)

February 2022 - Present (2 years 8 months)

Lahore, Punjab, Pakistan

- Developed a Zombie Survival Game with advanced shooting mechanics and a dynamic zombie class system, including Minions, Pets, Herd Leaders, and Level Bosses.
- Created three mini-games for a client, implementing their SDK for Roku devices, allowing users to connect their phones as consoles and play on their TVs in multiplayer mode.
- Managed and mentored junior developers, enhancing team productivity and skill development.

OZI Technology – Lead Unity 3D Developer

November 2020 - February 2022 (1 year 4 months)

Lahore District, Punjab, Pakistan

- Managed and trained a team of 5-6 developers and artists, overseeing the development of various 3D games, including shooting, robot transformation, flying hero, car mechanic, and delivery truck games.
- Fostered a collaborative environment, providing guidance and feedback to junior team members and driving project success.

Gaminations – Game Developer

November 2019 - November 2020 (1 year 1 month)

Johar Town, Lahore

- Developed a Bike Stunt Game, designing levels, bike controls, and hurdle systems.
- Created a Sniper Shooting Game with a focus on gameplay mechanics and level design.

AXONDEV LLC – Unity 3D Developer

July 2018 - November 2019 (1 year 5 months)

Nishaat Colony DHA, Lahore

- Created multiple horror escape games with detailed narrative storylines, focusing on player engagement and immersive gameplay.
- Developed an offline battle royale game with AI enemies and a survival game featuring a skill tree system and in-game economy.

OZI Technology Group - Unity 3D Developer

January 2018 - June 2018 (6 months)

- Created a Super Dog Rescue Game during internship, learning team collaboration and time management skills.

MAIN PROJECTS

- **Crystale:** A strategic card game featuring a dynamic board with Summoners, Servants, and Spells. Players summon cards and use them to protect their Summoner while defeating opponents. Technologies used: Colyseus, Unity, API, TypeScript, JavaScript.
- **PollenPop:** A multiplayer match-three game with modes such as Free Play, Tournament, and PVP. Players earn rewards through leaderboards and cryptocurrency staking. Technologies used: Unity, Colyseus, Web3 Auth, Phantom Wallet, Solana Wallet, JavaScript.
- **Kart Racing League (KRL):** A dynamic multiplayer kart racing game with real-time races, kart customization, and an in-game economy. Technologies used: Unity, Photon Quantum, 3D Physics, API Integration, Data Modeling.
- **Zombie Survival Game:** A high-intensity multiplayer game featuring diverse zombie classes and a PVP mode. Integrated with Roku functionality for multiplayer TV play. Technologies used: Unity, Colyseus, API Integration, Roku SDK.
- **Road Rage:** A side-view action game with Minions, Area Bosses, and Stage Bosses, featuring level progression and special player attacks. Technologies used: Unity, API Integration, Roku SDK.
- **Jack's Adventures:** An infinite runner game with dynamic obstacles and power-ups. Integrated with Roku functionality for TV gameplay. Technologies used: Unity, Roku SDK.
- **Bike Stunt Game:** An action-packed stunt racing game with custom-designed levels and a sophisticated bike control system. Technologies used: Unity, Unity Ads, Google Ads, Unity Analytics.
- **Flying Bat Robot Bike Game:** An open-world adventure with a transforming robot, featuring mission-based objectives and diverse gameplay. Technologies used: Unity, Third-Party Ads SDKs, Analytics.
- **Gas Station Car Mechanic Sim:** A simulation game where players repair vehicles using various machines and robotic controllers. Technologies used: Unity, Third-Party Ads SDKs, Analytics.
- **Prison Escape Survival Mission:** An immersive survival game set in a high-security prison, focusing on stealth and puzzle-solving. Technologies used: Unity, Third-Party Ads SDKs, Analytics.
- **Bad Blood Battle Royale:** An offline mobile battle royale game with AI enemies and periodic zombie waves. Technologies used: Unity, Third-Party Ads SDKs, Analytics.
- **Scary Granny House Horror Game:** A suspenseful horror game with puzzle-solving and evasion mechanics. Technologies used: Unity, Third-Party Ads SDKs, Analytics.
- **Toon Battleground Royale Battle:** A hyper-casual battle royale game with cartoon graphics and fast-paced action. Features simple controls and engaging gameplay. Technologies used: Unity, Third-Party Ads SDKs, Analytics, Firebase.

EDUCATION

BS in Software Engineering (2013-2018)

University of Management and Technology

PERSONAL INTERESTS

Sketching, Exploring New Technologies, Playing Cricket