

HUZAIFA ASAD

GAME DEVELOPER

CONTACT

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📍 Khiali Shahpur, Gujranwala

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EDUCATION

2021 - 2025 UNIVERSITY OF
THE PUNJAB GUJRANWALA

- Software Engineer

2025 - Present

- Independent Game Developer (Self-Taught)

SKILLS

🧠 Programming & Game Logic:

Unity (C#), Rigidbody Physics

🎨 Design & Tools:

Game UI, Level Design, Blender

🔧 Development Tools:

GitHub, Version Control, Debugging

👤 Game Types:

3D Racing Games, 2D Endless Runner

🌐 Soft Skills:

- Self-Driven, Detail-Oriented, TeamWork

PROFILE

A passionate game developer skilled in Unity and C#, with experience in physics-based vehicle mechanics and gameplay systems. Developed a complete 3D car racing game featuring AI opponents, realistic car control, and dynamic environments. Strong in scripting, level design, and building immersive player experiences.

WORK EXPERIENCE

2D Endless Runner Game

Developed a 2D endless runner game where a kid runs, jumps, and collects coins.

Designed a continuous scrolling road to create a seamless running experience.

Implemented collision detection and jump mechanics using Unity physics.

Created a night city environment with buildings, shops, and interactive elements.

2024 - 2025

🎮 3D Car Racing Game (Final Year Project) — Unity, C#

- Built a 3D racing game with AI opponents, star-based level unlocking, and user profile saving.
- Implemented drifting and steering mechanics with basic car physics.
- Added split-screen multiplayer with dual control schemes.
- Designed race result UI with timer and position tracking across 3 unique tracks.

GitHub Repo: <https://github.com/HuzaifaAsad/3-D-Car-Racing-Game>

LANGUAGES

- English
- Urdu
- Punjabi

- Publishing and documenting my 2D Endless Runner game on GitHub
- Exploring Unity 2D tools and mobile game development workflows
- Learning advanced Unity systems: URP, ScriptableObjects, and object pooling
- Participating in game jams and expanding my personal game dev portfolio