Mughees Asghar

Senior Unity Developer

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Profile

As a senior Unity developer with over 6 years of experience, I have specialized in creating hypercasual, hybrid casual, puzzle, racing, and simulation mobile games. My expertise lies in optimizing performance for mobile platforms, integrating advanced gameplay mechanics, and delivering engaging user experiences. I have successfully led projects from concept to launch, ensuring high-quality visuals and smooth gameplay. My proficiency in C# and Unity, combined with a deep understanding of player behavior, allows me to create captivating and addictive game experiences. I am adept at solving complex technical challenges and implementing innovative solutions to enhance game performance and player retention.

Skills

- Unity
- 3rd party SDKs
- CI/CD
- GitHub
- Bitbucket
- Editor Scripting
- IK
- Lighting
- Game UI
- Audio Management

- C#
- AI
- Addressables
- GitLab
- Jira
- Unity Physics
- C# Scripting
- Optimization
- Bug Fixing
- Version Control System

- Game Analytics
- Rest Apis
- AR
- PlasticsSCM
- Trello
- Animations
- Nav Mesh
- DesignPrinciples
- Debugging
- Rest APIs

Professional Experience

Senior Unity 3D Developer - Remote Contract   12/2024 – 06/2025
AAM GAMES LTD   LONDON, UK

- Act as a Senior Game Developer for mobile and WebGL is responsible for designing, developing, and optimizing games across platforms while ensuring high performance and smooth gameplay.
- I write clean, scalable code, implement core mechanics, and optimize rendering for mobile devices and web browsers.
- Collaborate with designers, artists, and backend teams, conduct code reviews, enforce best coding practices, and mentor junior developers.

- Additionally, I handle debugging, performance profiling, and cross-platform compatibility while integrating monetization strategies and managing live updates.
- My role ensures high-quality game development through structured workflows, testing, and continuous improvement.

Unity Game Developer - Remote Contract   04/2023 – 11/2024
Dubit Limited   Leeds, United Kingdom

- Engage in the dynamic world of game development for the metaverse, children, and physical training.
- Grasping my technical prowess and creative vision, I collaborate with a global team of 100 professionals to craft immersive digital gaming experiences.
- Specializing in Unity, I contribute to the design and development of massively interactive live events. With a foundation built on 25 years of industry experience, Dubit pioneers innovative gaming solutions for both global enterprises and groundbreaking startups.
- Also play a vital part in shaping the future of digital entertainment, delivering engaging and memorable experiences that captivate audiences worldwide.

Unity 3D Developer - Remote   04/2022 – 03/2023
Lux Mobile Studio   United States

- Crafting immersive digital experiences that push the boundaries of interactive entertainment.
- Work with a diverse team, using Unity's tools to create vibrant virtual worlds across different platforms.
- Whether it's developing captivating gameplay mechanics, optimizing performance for seamless user experiences, or integrating cutting-edge technologies.
- Delivered innovative solutions that captivate audiences of all ages. With a keen eye for detail and a passion for pushing technological boundaries,
- Contribute to Lux's legacy of pioneering game development in the ever-evolving landscape of the metaverse and eSports.

Unity Developer - Remote   01/2021 – 03/2022
iiiH Studio   United States

- Deeply involved in the creation of immersive and engaging gaming experiences.
- Collaborate closely with a talented team of designers, artists, and programmers, and utilize Unity's robust features to bring our creative visions to life.
- From designing captivating gameplay mechanics to optimizing performance for flawless user experiences, I am the integral part to the success of each project.
- With a keen eye for detail and a passion for pushing technological boundaries, I thrive in an environment where innovation and creativity flourish.
- With the help of my expertise in Unity development, I contribute to delivering high-quality games that captivate and delight players around the world.

Unity Project Manager - Onsite   02/2019 – 12/2020

SabaSoft Game Studio   Lahore, Pakistan

- Manage the seamless execution of our ambitious game development projects.
- Thorough focus on optimizing workflows and maximizing team efficiency, ensuring that creative visions are translated into captivating gaming experiences across multiple platforms.
- Through effective communication and strategic planning, lead the dynamic development team in overcoming challenges and meeting project milestones with precision.
- Play a critical role in driving innovation and excellence in interactive entertainment, shaping the future of gaming, where every project is a testament to our commitment to redefining the boundaries of digital creativity

Projects

Here is the link to my projects:

https://docs.google.com/presentation/d/1XTrZVI-paXTxD2OW0IXr62lXMUF__pvEfKJxysQz9kk/edit?usp=sharing ⧉

Education

Bachelors in Computer Science (2011– 2015)

University of Central Punjab