

# Muhammad Talha Arshad

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## INTRODUCTION

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I am a passionate Game Developer with over three years of experience creating immersive gaming experiences. Skilled in the latest technologies. I specialize in building robust feature architectures to enhance gameplay. Proficient in various programming languages, I prioritize writing clean, reusable, and well-documented code to ensure high-quality game performance.

My expertise includes optimizing game engines, debugging complex issues, and refining game architecture to boost productivity and deliver seamless gameplay. With a strong eye for detail and a solid understanding of gaming trends, I excel in collaborative environments where creativity thrives. I'm eager to contribute to exciting projects and continuously learn and adapt within the gaming industry. Let's connect and bring innovative gaming ideas to life!

## EDUCATION

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### 2017-10 - 2021-05

BS Software Engineering University Of Gujrat

### 2015-03 - 2016-05

I.C.S Physics Punjab Group College

### 2013-03 - 2014-05

Matriculation BISE Lahore

## SKILLS

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**Language:** C#

**Tools:** Git, Visual Studio, Rider, Unity3D

**Project Management:** Trello, Slack, Jira

**Soft Skills:** Leadership, Management, Communication, Presentation, Decision Making, Problem Solving

## PROFESSIONAL EXPERIENCE

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### **Katana Games Hybrid, Lahore** **Game Developer May 2023 - Present**

- Architected scalable gameplay mechanics integrating industry kits (UFE2, RFPS, RCC) with mobile-optimized controls and monetization pipelines
- Designed scalable gameplay mechanics for multi-platform games, including WebGL and PC.
- Implemented comprehensive analytics, in-app purchases, and ad-integration across multiple platforms

### **Tiny Kraken Games On-Site, Lahore** **Game Developer Jun 2021 - May 2023**

- Created mobile simulators using industry-standard kits (RCC, RFPS, InVector, Bike Controller, Plane Controller), incorporating Firebase analytics, ad integration, and optimization of in-app purchases.
- Developed engaging gameplay using Unity Timeline and Cinemachine for cutscenes, while optimizing systems for puzzle and vehicle mechanics across Android/iOS platforms.
- Implemented progression systems with dynamic mission generation and touch-based controls for simulation and story-driven experiences

### **Raise Games Studio || On-Site, Lahore** **Internee Jan 2020 - Jun 2021**

- Demonstrating strong performance in technical assessments, English proficiency, and hands-on field training, consistently ranking among the top 3.