Muhammad Talha Arshad

Talha1248@gmail.com
+971 50 320 9635
Location: Dubai (Resident)

Professional Summary

Unity Game Developer with 4+ years of professional experience in 2D and 3D mobile game development, including car racing, car parking, and drifting games, using Unity and C#. Strong expertise in building clean, efficient, and scalable gameplay systems, integrating Unity plugins, and applying game development best practices. Experienced in performance optimization, mobile and WebGL builds, and collaborating closely with UI/UX teams to deliver polished player experiences. Detail-oriented problem solver with a strong passion for gaming and continuous learning.

Core Technical Skills

Game Development: Unity3D, C#, Gameplay Mechanics, Physics Systems, AI, UI/UX, Animation, Cinemachine, Timeline, Particle Systems

Plugins & Systems: RCC, RFPS, Invector, UFE2, Firebase, Unity Ads, AdMob, In-App Purchases, Analytics

Programming & Backend: C#, OOP, SOLID

Tools: Git, GitHub, Rider, Visual Studio, Unity Profiler

Professional Experience

Game Developer – Katana Games | Lahore, Pakistan | Jul 2022 – Oct 2025

- Worked as an outsourced Game Developer for a Saudi-based client for ~1.8 years, collaborating remotely with international stakeholders
- Developed cross-platform 2D/3D gameplay systems using Unity and C# for Mobile, PC and WebGL
- Integrated third-party Unity kits (UFE2, RFPS, RCC) for rapid feature delivery
- Implemented monetization pipelines (Ads, IAPs) and Firebase analytics
- Built scalable systems supporting multiplayer features and platform-specific builds

Game Developer – Tiny Kraken Games | Lahore, Pakistan | Jul 2021 – Jun 2022

- Built mobile simulators and racing games using custom controllers and asset-based systems
- Designed mission systems, progression logic, and player-centric UI/UX
- Integrated Firebase DB, analytics, and monetization systems
- Created cinematic cutscenes using Unity Timeline and Cinemachine
- Collaborated with designers and QA to ensure smooth and optimized gameplay

Junior Game Developer– Rise Games Studio | Lahore, Pakistan | Jan 2021 – Jun 2021

- Developed mobile car racing, car parking, and car drifting games using Unity
- Implemented vehicle physics, custom car controllers, and drifting mechanics for realistic driving behavior
- Built asset-based systems for vehicles, tracks, and environments to support scalable game levels
- Worked closely with UI/UX designers to improve in-game controls, HUD, and overall player experience
- Optimized gameplay performance and fixed bugs to ensure smooth mobile gameplay

Education

BS Software Engineering – University of Gujrat (2017 – 2021)

Additional

- Strong C# foundation transferable across game and enterprise applications
- Interest in AR/VR and emerging immersive technologies
- Comfortable working under deadlines and in multi-developer environments