Muhammad Talha Arshad

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INTRODUCTION

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

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

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

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

The Game Storm Studios On-Site, Lahore
Game Developer Jun 2022 - 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 2022 - Jun 2022

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