Majid Hussain
Unity Developer

Aspiring Unity Developer with a solid foundation in game development and interactive design. Proficient in C# and Unity3D, with hands-on experience in building both single-player and multiplayer gameplay systems. Skilled in optimizing performance for mobile platforms (iOS, Android and Webgl).
Collaborative team player eager to learn advanced development workflows, project management practices, and scalable architecture. Passionate about crafting immersive, engaging player experiences and contributing to innovative game projects that push creative and technical boundaries.

Contact

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Pakistan, Mardan

Education

2020
BSSE(Bachelor's In Software Engineering)
Abasyn University, Peshawar

2017
BA(Bachelor's in Arts)
AWKUM University, Mardan

Expertise

- Core Systems: API Integration, REST Calls, Data Models, Cloud Save
- Architecture: Modular Design, ScriptableObjects, Event Systems, DI (Zenject)
- Animation: Blend Trees, IK, Transitions, Layered States
- Optimization: Profiler, Frame Debugger, Object Pooling, LOD, Batching
- Tools: Editor Scripting, Custom Inspectors, Pipelines, Validators
- Integrations: Analytics, Ads SDKs, IAP, Remote Config
- CI/CD: Cloud Build, Jenkins, GitHub Actions, Automation
- Version Control: Git, Plastic SCM, Unity Collab
- Scripting: C# Advanced, Coroutines, Async, Gameplay Logic
- Physics: Collisions, Triggers, Raycasts, Rigidbody Systems
- AI: NavMesh, Pathfinding, FSM
- UI/UX: Canvas, Panels, Buttons, Sliders, DOTween Animations
- Cross-Platform: Android, iOS, PC, WebGL Builds
- Debugging: Console, Profiler, Crash Reports, Logs
- Collaboration: Agile, Code Reviews, Team Tools

Experience

2025 - Ongoing
Baboons | Netherlands — https://baboons.tech/
Game Developer

- Lead Unity project development from concept to deployment.
- Collaborate with designers, artists, and engineers to deliver high-quality gameplay experiences.
- Architect and implement advanced game mechanics using C# and Unity frameworks.
- Optimize performance across multiple platforms (mobile, PC, console).
- Design and develop scalable systems for both single-player and multiplayer modes.
- Mentor junior developers and provide technical guidance.
- Stay current with Unity updates, tools, and industry trends.
- Oversee testing, debugging, and performance profiling to ensure production stability.
- Work with QA teams to identify, reproduce, and resolve issues efficiently.

2019 - 2024
| Grapes Technologies | Islamabad — https://grapetechnologies.co/
Senior Developer

- Support Unity project development across all stages to maintain production quality.
- Implement gameplay features in C# following best coding practices and design patterns.
- Assist in optimizing game performance for smooth cross-platform operation.
- Contribute to multiplayer systems and backend integration.
- Participate in iOS development tasks and platform-specific optimization.
- Learn and apply advanced techniques in architecture, code efficiency, and scalability.
- Stay updated with Unity releases, tools, and emerging game development trends.
- Conduct testing, debugging, and performance analysis to ensure stability.
- Collaborate with QA teams to identify and fix issues efficiently.
- Contribute to workflow and pipeline improvements for faster development cycles.

2017 - 2019
Digital Freaks | Islamabad
Envoirement Deigner

- Assist in building immersive, high-quality game environments that enhance player experience.
- Collaborate with artists, designers, and developers to bring environment concepts to life.
- Ensure all assets align with technical, artistic, and performance standards.
- Implement feedback from leads to refine and improve environment quality.
- Optimize environments for smooth performance across all target platforms.
- Stay informed about industry trends, tools, and techniques in environment design.
- Test environments to ensure functionality and visual integrity in gameplay.
- Maintain visual consistency across levels and art styles.
- Organize and manage environment and asset libraries for efficient workflow.

Game Links

EMap Game
https://map-game.baboons.tech

Balatro Cards Game
https://map-game.baboons.tech

Ghostly Rider - Driving Games
https://play.google.com/store/apps/details?id=com.ghostlyrider.cargames.drivinggames

Extreme Car Stunt Driving Game
https://play.google.com/store/apps/details?id=com.prado.carstunts.impossible.tracks.ramps.racing.game