MUHAMMAD FAIZAN QAMAR

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LinkedIn | Portfolio Website

PROFESSIONAL SUMMARY

Unity Game Developer with 5 years of experience delivering scalable gameplay systems for hit titles with 100M+ downloads. Skilled in C#, Unity, multiplayer mechanics, UI optimization, and Web3 integrations. Proven problem-solver with a focus on collaboration and high-quality delivery.

PROFESSIONAL EXPERIENCE

Revolving Games — Senior Game Developer   **Jun 2022 – Present**

- Developed core gameplay features and front-end systems for War of Nova (4X MMO RPG), impacting 90%+ of client-side features.
- Delivered stable multiplayer and game systems used by thousands of daily active users.
- Optimized UI systems, reducing load times by 30% and improving user interaction
- Integrated Web3 features into games including blockchain assets and NFTs
- Collaborated with cross-discipline teams on feature design, testing, and deployment

GenITeam Solutions — Game Developer   **Oct 2021 – Jun 2022**

- Key contributor to Scary Teacher 3D (100M+ downloads) and Scary Robbers/Scary Stranger/Nick & Tani, leading front-end gameplay development
- Developed in-house gameplay tools, improving team productivity by 15%
- Enhanced gameplay aesthetics with VFX, SFX, and particle systems for immersive experience
- Led bug fixing and ANR resolution efforts, maintaining top app store ratings

GenITeam Solutions — Associate Game Developer   **Oct 2020 – Oct 2021**

- Implemented and optimized features for live titles within the Znk Games Account
- Supported junior developers and participated in collaborative sprints

PROJECTS & ACCOMPLISHMENTS

- **War of Nova (4X MMO RPG):** Unity, C#, Web3, Android/iOS/Windows/Mac
- **Skyborn Legacy (MMO RPG):** Unity, C#, NFTs, Blockchain integration
- **Hatchlings (MMO):** Unity, WebGL, Blockchain, NFT marketplace
- **Scary Teacher 3D, Scary Stranger 3D, Scary Robber 3D, Nick & Tani, Teacher Escape:** Unity, Android/iOS, 100M+ downloads combined

EDUCATION

FAST-NUCES — Bachelor of Computer Science   **2015 – 2020**

ADDITIONAL INFORMATION

- **Technical Skills:** Gameplay Systems, Multiplayer Integration, UI/UX Optimization, ANR/Bug Fixing, Web3 & Blockchain Integration (NFTs), Version Control & Tools
- **Languages:** English (Fluent), Urdu (Native)
- **Certifications:** Unity Game Development Courses — Udemy
- **Tools:** Unity3D, Unreal Engine, Rider, Visual Studio, GitHub, Fork, JIRA, Source Tree, Svn