

Osama Rehman

Profile

Experienced Game Developer with over 5 years of expertise in Unity and C#. Proven track record of leadership in diverse game genres, showcasing a passion for creativity and successful team collaboration.

Details

Karachi,
Pakistan
(+92) 3412205781
osama.rehman96@gmail.com

Employment History

Lead Gamification Developer at Intwish, Karachi

October 2021 - Present

- Leading Unity-based metaverse-style project with Photon for multiplayer, friend features and Agora for live streaming. Developing a diverse character creator for user avatar customization.
- Spearheaded transformative training simulation for the Saudi Business Center (SBC) for PC, IOS and Android platforms. Orchestrated sophisticated dialogue system and robust character customization with 200+ outfits.
- Led initiative for a comprehensive training simulation for Daraz riders, focusing on delivery ethics. Took charge of the game's codebase, ensuring flawless functionality across all devices.
- Developed realistic driving simulations using Logitech steering wheel controls. Later, transformed simulations into fully immersive VR experiences for new drivers.

Senior Game Developer (Contract) at Mizo Studio, Karachi

June 2021 - October 2021

- Crafted two in-house games for Android and iOS, spanning arcade beat 'em up and racing genres, showcasing a versatile skill set in game development.
- Engineered well-structured solutions for both games, prioritizing efficiency and scalability, resulting in robust and maintainable codebases.
- Demonstrated agility by swiftly implementing new features and addressing live project bugs, guided by insightful user data analysis.

Game Developer at The Gamestorm Studios, Karachi

October 2019 - February 2021

- Contributed to 10+ games on Android and iOS, spanning racing, beat 'em up, puzzle, and arcade genres, showcasing diverse creative capabilities.
- Implemented effective monetization with in-app purchases, ads, and a daily rewards system, optimizing revenue streams.
- Developed intricate HLSL shaders for immersive visual appeal and realism in game environments.
- Collaborated with the design team to create a modular visual effects library, enhancing projects with minimal performance impact on iOS and Android devices.
- Delivered clean and well-structured code, emphasizing maintainability and scalability to ensure the longevity of projects.

Links

[LinkedIn](#)
[Portfolio Sample](#)
[Github](#)
[Youtube Channel](#)

Skills

Unity
C#
C++
HLSL
Git
Visual Effects and Shaders
Multiplayer Systems (PUN, Agora etc.)
Adobe Suite
Blender
Unreal Engine

Languages

Urdu
English
German (A1)

Game Developer (Part-Time,Contract) at Blame Games, Karachi

September 2020 - January 2021

- Contributed to the development of the cricket board game "Crickster" as a Functional Developer.
- Led the implementation of crucial game mechanics, including Dice Roll, Score Management, and Card System.
- Collaborated with a team of 4 senior developers to ensure effective codebase management using GitHub.

Game Developer at Dreamnode Studios, Karachi

February 2019 - October 2019

- Contributed to the development of hyper-casual games such as "Missile Impossible."
- Created prototypes for various game ideas to explore innovative concepts and gameplay mechanics.

Education

BS in Computer Science from Sir Syed University of Engineering and Technology, Karachi

January 2015 - January 2019

- Graduated with a CGPA of 3.4, showcasing dedication to academic excellence and proficiency in coursework.
- Won 1st place in the university event for animation and design using 3ds Max and Blender, highlighting exceptional skills and creativity in 3D modeling and animation.
- Headed the Graphic Design and Multimedia Club, demonstrating strong leadership skills and fostering a creative community within the university.