

Safeer Ahmad Rana

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PERSONAL STATEMENT

As a Software Engineer, I've contributed in international projects boosting responsiveness by 30% through optimized C# and Unity 3D code, managed 200+ commits via GitHub, Plastic SCM, and architected the Unlocated Chat Game with 40+ multimedia-based quiz tasks using Python backend. With expertise in Typescript, React, and Tailwind CSS to build responsive, polished web interfaces all driven by my passion for crafting innovative.

PROFESSIONAL EXPERIENCE

Web Developer

Evamp & Saanga

10/2025 – Present | Islamabad, Pakistan

- Developed and maintained **10+ responsive web applications**, improving overall user experience and usability.
- Built modern UI components using **HTML, CSS, JavaScript, and React**, reducing development time by **25%**.
- Used **Git/GitHub** for version control, managing **150+ commits** across multiple projects.
- Debugged and refactored legacy code, reducing **production bugs by 45%** and improving code maintainability.

Unity Developer

Skyhisoft

04/2023 – 10/2025 | Rawalpindi, Pakistan

- Contributed in developing **3+ international games**, user engagement and immersive experiences.
- Implemented game mechanics, features, and UI elements utilizing Unity and C#, leading to a **30% improvement responsiveness**.
- Collaborated with teams, including artists and designers, across **large-scale project**.
- Developed and tested cross-platform games for iOS and Android, to ensure performance optimization.
- GitHub &, Unity's Version Control (Plastic SCM) manage **200+ project commits** for project management workflows.

EDUCATION

Bachelor of Science in Computer Science

Comsats University Islamabad

02/2019 – 03/2023

PROJECTS

Global Lawyer

Website

10/2025 – 11/2025

- Developed a **website** for legal services using **React, HTML5, and CSS3**, featuring **10+ reusable UI components**.
- Implemented structured sections such as **Hero, About, Services, Team, Pricing, and Contact**, improving content clarity.
- Ensured **responsive design** across **100% of device sizes** using modern CSS techniques (Flexbox & Grid).
- Built dynamic navigation and UI interactions using **React state and props**, enhancing usability and flow.
- Deployed on **Vercel**, achieving **fast global access and reliable hosting**.

YC Directory

Startup Search Website

05/2025 – 07/2025

- Built a **full-stack directory platform** using **Next.js, React, and Tailwind CSS**, featuring **20+ reusable components**.
- Implemented **GitHub authentication (NextAuth.js)**, supporting secure login for **100% authenticated users**.
- Optimized performance using **SSR and SSG**, improving page load speed by **~40%**.
- Designed a **fully responsive UI** with **mobile-first CSS**, ensuring compatibility across **100% of screen sizes**.
- Deployed on **Vercel** with CI/CD, achieving **99.9% uptime** and fast global delivery.

Bazoka Blast

Hyper-casual game

06/2024 – 08/2024

- Game utilizing **Unity** and **C#** for a slingshot or cannon projectile mechanic.
- Using **Unity's physics engine** to ensure accurate projectile trajectories.
- Unity's Version Control (**Plastic SCM**) & **Github** for project management and version control.

Dinosaur Kingdom

3D Mobile Game

05/2023 – 10/2025

- An immersive **3D PVP game** featuring dinosaur combat with special moves.
- Through a free-to-play model, incorporating **in-app purchases** and ad integration for additional **revenue streams**.
- Using **Photon**, allowing players to engage in real-time **multiplayer** combat.
- Unity's Version Control (**Plastic SCM**) for project management and version control.

SKILLS

Web Development — Typescript, React, Next.js, TailwindCSS, Python, Js Auth, REST (Axios/fetch).

Game Development — Unity 3D | 2D, C#, URP/HDRP setup, Timeline, Cinemachine, PC, iOS/Android, WebGL build.

Database System — PlayerPrefs, JSON/XML, ScriptableObjects, Firebase Realtime Database / Firestore, PlayFab.

DevOps & Infrastructure — Dockers, Linux/Ubuntu, CI/CD Pipeline

AWARDS

Summer Program 2024 (Outstanding Physics)

M-Labs

15/09/2024

Awarded for its exceptional physics, delivering realistic physics interactions and immersive gameplay.