Safeer Ahmad Rana

✉ safeerrana54@gmail.com 📞 +923442270870 🔗 linkedin.com/in/safeer-ahmed-rana ⚙ github.com/SafeerAhmed54

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

Unity Developer   04/2023 – present | Rawalpindi, Pakistan
Skyhisoft
- 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 in gameplay 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.
- Created and maintained detailed documentation for game features, architecture, and codebases.

EDUCATION

Bachelor of Science in Computer Science   02/2019 – 03/2023
Comsats University Islamabad

PROJECTS

Unlocated Chat Game   01/2025 – present
Chat Quiz Game
- **Quiz**-based and chat-based game featuring **40 tasks** requiring evidence submission in the form of **video, image, or audio**.
- Developed using **Unity** and **C#** to create an interactive and immersive gameplay experience.
- Implemented backend logic to **handle task validation** and media file processing.
- **GitHub** for project management and version control.

Bazoka Blast   06/2024 – 08/2024
Hyper-casual game
- 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   05/2023 – 12/2024
3D Mobile Game
- 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.

Health Web App   01/2023 – 03/2023
Web Technologies
- Developed a Web health app using Laravel in back-end and HTML CSS bootstrap in front-end.

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)   15/09/2024
M-Labs
Awarded for its exceptional physics, delivering realistic physics interactions and immersive gameplay.

Prime-minister Scholarship   14/02/2020
Received a scholarship for university studies, providing annual stipends to support educational expenses.