Raja Talha Naveed

Software Engineer

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PROFILE

I am a passionate software engineer with 3+ years of professional experience specializing in game development, project leadership, and innovative solutions. With a strong focus on Unity development, I excel at creating engaging gameplay mechanics, designing robust game architectures, and leading teams to deliver high-quality projects. My entrepreneurial mindset drives me to explore cutting-edge technologies and deliver results that meet user expectations.

PROFESSIONAL EXPERIENCE

Unity Developer
Hazel Mobile (10/2023 – Present)

- Spearheaded the development of puzzle and FPS games, introducing unique mechanics and enhancing user engagement.
- Designed and implemented scalable mobile game architectures, supporting seamless integration of new features.
- Analyzed user data and personas to refine acquisition strategies and improve gameplay experiences.

Software Engineer
GeniTeams Solutions (01/2022 – 10/2023)

- Delivered over 10 successful projects spanning RTS, hyper-casual, and simulation genres, driving positive user feedback and engagement.
- Optimized Unity-based game engines (2D/3D) and utilized advanced tools like AR, MapBox, and GPS tracking to elevate user experiences.
- Designed comprehensive game economies, balancing mechanics and creating engaging progression systems.
- Led cross-functional teams in project planning, requirement gathering, and timely release management, ensuring adherence to deadlines.
- Pioneered research projects integrating hardware components like Arduino to enhance game functionality and innovation.

Business Development Associate
Confiatech (03/2021 – 07/2021)

- Conducted rigorous software testing and data analysis to ensure quality and reliability.

- Managed client communications, aligning deliverables with expectations and fostering strong relationships.
- Streamlined team workflows, facilitating effective communication and collaboration between development and business units.

Intern
COMSATS University Islamabad (06/2017 – 08/2017)

- Developed foundational skills in Unity 2D/3D game development.
- Designed and published a 2D game on the Google Play Store, marking an early milestone in game development expertise.

EDUCATION
Bachelor of Science in Computer Science
COMSATS University Islamabad, Wah Campus (2016 – 2020)
CGPA: 3.71/4.00
Coursework: Software Development, Android Development, Data Analysis, AI, and Image Processing.
Final Year Project: Image Processing and Data Science.

SKILLS AND TOOLS
Unity Engine (2D/3D) | Git Version Control | Game Architecture Design | User Persona Development | Game Programming | Clean Design and Code | Asana | Assembla | SVN | Trello | Problem-Solving & Technical Communication | Project Planning & Team Collaboration

PROJECTS

Solaverse (02/2022 – 08/2022)
- Web-based RTS game integrating NFTs and cryptocurrency.
- Designed in-game economies and trading systems for resources and battleships.
- Enabled AI battles and comprehensive player interactions.

Scary Teacher Adventure with Friends (09/2022 – 12/2022)
- Multiplayer horror-adventure game with team-based tasks.
- Delivered engaging gameplay inspired by the classic Scary Teacher series.

X-Flight 1 (12/2022 – 07/2023)
- Multiplayer flight simulator featuring advanced fighter jets and aerial combat.
- Developed realistic physics and graphics for an immersive experience.

Puzzle Games (10/2023 – Present)
- **Block Blast**: A modern take on Tetris with classic and challenge modes.
- **Bubble Buster**: Combines 2048 and bubble shooter mechanics with advanced physics.

- **Nuts & Bolts**: A grid-based puzzle game focusing on unscrewing mechanics.

FPS Commando Shooting Game (08/2024 – Present)
- Classic shooting game featuring multiple modes and battlefields.
- Developed upgradeable weapons and immersive tank/beach scenarios.

ADDITIONAL LINKS

- Project Link : Solaverse | Block Blast | Bubble Buster | Nuts & Bolts | FPS Commando