



**UMAIR  
UMAR**  
Unity Game Developer

## ABOUT ME

Experienced Game Developer with over four years in the gaming industry, contributing to the development of top-tier products within a collaborative team environment. Eager to leverage proven expertise and skills in a Senior Game Developer role to enhance portfolio and embrace greater responsibilities.

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## SKILLS

- C#
- Game Physics
- Game Architecture
- 2D Animations
- Multiplayer
- Github
- Jira
- Critical Thinking
- Leadership

## EXPERIENCE

**Coeus Solutions. (Senior Game Developer)**

**2023- Ongoing**

Responsibilities:

- Game Architecture, Level Design, Single and Multiplayer Games.
- Implementing core architecture using Design Patterns, OOP, Dependency Injection, and MVC model.
- Expertise in developing action games (FPS, TPS) and Hyper-Casual games.
- Game Optimization and Troubleshooting.
- Creating Animations and Particle Effects.
- Source Control using GitHub and PlasticSCM.
- Active participation in project management with SCRUM methodology using tools like JIRA, Goodday, and MondayDev.
- Managing a team of Unity Engineers and coordinating with CG Artists, 3D Generalists, and the Art Director.
- Conducting R&D and implementing new game ideas.

Projects:

- ImmutaBattle RPG (WEB3) - Features Immutable Passport and NFTs.
- Galactic Acres (Android/iOS) - An Idle Game.
- Horse Racing (Android Multiplayer) - Developed using Fusion.
- Last Survivor (Android) - An Endless Runner.

**Ajax Studio**

**2020-2023**

*MR.BALANSTIEN (ANDROID/IOS) - (PHYSICS BASED) (PRODUCT)*

Responsibilities:

- Gameplay Mechanics, Gameplay Architecture.
- Level Designing & Progression.
- Creating gameplay environments in 3D and 2D.
- Animating characters and UI.
- Implementing add-ons to improve user experience.
- Adding in-app purchases, advertisement networks, and progress/cloud saving for both Android and iOS platforms.
- Optimizing game for mobile platforms.
- Working extensively on cross-platform determinism and deterministic physics.

## EDUCATION

**University Of Management & Technology**

- Bachelor of Computer Science(2015 - 2019)
- Received Two Merit Awards: Dean's Awards for securing top position in my batch with a GPA of 3.95 and 3.84.
- Projects:
  - 3D FPS (first-person shooter) in Unity3d using C#.
  - Racing game in GUI using glut C++.
  - Flight Reservation System in JAVA GUI.
  - Artificial Intelligence Conversation Robot in Python as a Final year project.