

# UMER SAEED

## UNITY GAME DEVELOPER

### Profile

I am a skilled Unity Developer with 8 months of experience and a strong background in developing various Unity assets. I have a solid understanding of Unity development and am able to create engaging and interactive games and applications.

### EXPERIENCE

#### AKSUMSTECHNOLOGIES (2023)




As a Unity Developer at AKSUMS TECHNOLOGIES, I have successfully worked on Mobile game projects, showcasing my expertise in various aspects of game development. Additionally, I have developed one game from concept to completion, combining pre-existing kits with custom code to deliver captivating gaming experiences. Furthermore, I have designed immersive main menu systems tailored to the unique requirements and themes of the games. I am proud to have contributed to the following game:

1. "Euro Truck Parking 3D" - Experience the thrill of parking large trucks in realistic 3D environments. Play Store link: [Euro Truck Parking 3D]

(<https://play.google.com/store/apps/details?id=com.eurotruck.parking3d>)

❖ Currently I am working on advance car parking 3D game.

These games highlight my ability to create immersive and entertaining experiences for players. With a strong passion for game development and a proven track record of delivering successful projects, I am ready to contribute to the continued growth and success of game development endeavors at AKSUMS TECHNOLOGIES.

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### EDUCATION

#### METIRIC

IIUI School, Chak Shahzad  
2022-2023

### SKILLS

Proficient in Unity development  
Experience working on various  
Unity assets, including GKC, MFPS,  
RFPS, and RCC  
Strong understanding of gameplay  
mechanics  
Skilled in implementing UI elements  
Experienced in optimizing game  
performance  
Proficient in debugging issues