

# USMAN ZAVER

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## SUMMARY

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Experienced Unity Game Developer with 3 years' industry insight, creating captivating mobile experiences. Strong Computer Science foundation, innovating across platforms from hypercasual prototypes to immersive casual titles. Proven portfolio showcases player-focused gameplay and successful games with 5 million+ users. Actively seeking game development opportunities to contribute expertise and passion.

## EDUCATION

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**Bachelor of Computer Science**, Information Technology University  
CGPA: 3.05

2016 - 2020

## EXPERIENCE

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**Senior Software Engineer**  
**GeniTeam Solutions**

2020 - 2023

*Lahore, Pakistan*

- Developed and built more than 10 engaging mobile games from scratch, successfully launching them on the Google Play Store.
- Communicated with art, production and game designers to create innovative game elements and optimize quality for better player experiences.
- Integrated various SDKs and MMP tools to enhance game monetization and user data acquisition.
- Utilized analytics to enhance player progression and increase ad impressions per user, driving revenue growth.
- Reduced the downloadable size of products by 30% using Asset Bundles along with Play Asset Delivery.
- Significantly improved game performance by expertly using the Unity profiler and applying optimization techniques.

**Software Engineer Intern**  
**Arbisoft**

Jul 2019 – Aug 2019

*Lahore, Pakistan*

- Learned industry level coding standards for Python.
- Developed Web Scraper using Scrapy.
- Developed restaurant review site using Django.

## SKILLS

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| <b>Technical Skills</b> | C#, Unity 3D, Git, Smart SVN, Assembla, Hyper-casual, UI, Game Optimization, Game Design, Game Analysis, Prototyping, Asset Bundles, Physics, Timeline |
| <b>Languages</b>        | English (Fluent), Urdu (Native)  |

## KEY PROJECTS

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**School Escape ! - Skip Games.** Overseeing an ongoing puzzle game project, I've taken the initiative to develop the game mechanics from the ground up. My leadership involves guiding a team of developers, conducting data analysis and A/B testing, aimed at improving user retention, Daily Active Users and maximizing revenue. ([Play](#))

**Nick's Sprint - Escape Miss T.** From a runner concept to a successful casual experience. Collaborated seamlessly with a fellow developer throughout the process. Leveraged KPIs such as retention, daily user impressions, rewarded ads, player progression, and analytics, contributing to the game's achievements. ([Play](#))

**Farm Master** Independently crafted a hyper-casual farming game concept, building it from the ground up and introducing innovative crop swaying mechanics. Prioritized optimization as a crucial task, ensuring seamless gameplay and performance. ([Play](#))