

UNITY PROJECTS SHOWCASE

An overview of innovative game development projects
in Unity

MUHAMMAD ZARRAR UL ARFEEN

Game Developer



GRASS GRIND

Platform: Android

Role: Game Designer, Programmer, UI/UX Lead

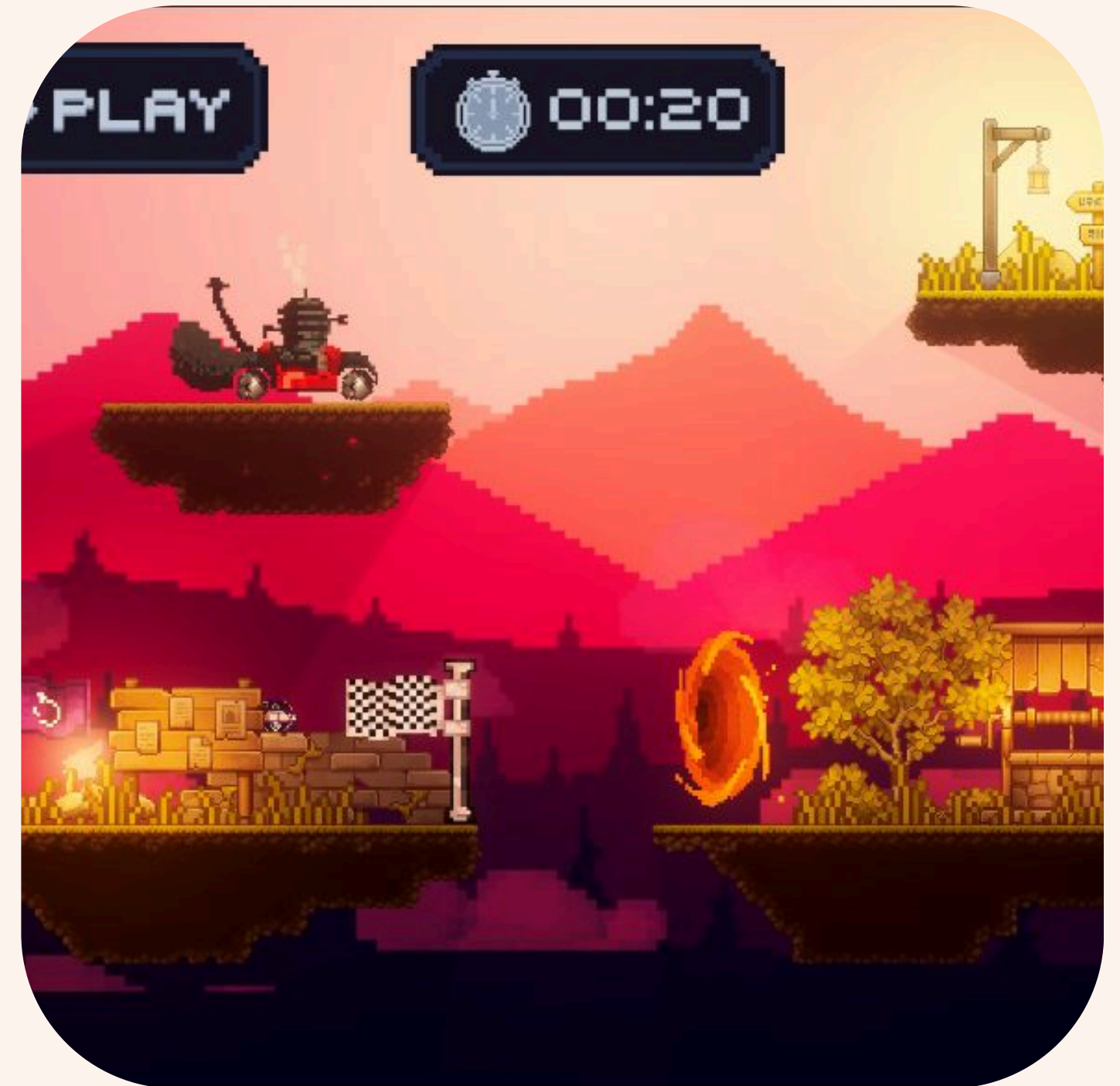
Tools Used: Unity, C#, Photoshop

Contributions:

- Led the ideation process and collaborated with the team on core gameplay mechanics.
- Designed levels and user interfaces.
- Programmed player controls, level logic, and scoring systems.
- Created custom assets.

Achievements:

🏆 Won the Best Level Design Award at the M-Labs Summer Program 2024 Rookie Game Jam.



HURF ABAD

Platform: PC

Role: Lead Programming Designer

Tools Used: Unity, C#

Contributions:

- Designed and developed three distinct minigames from scratch.
- Implemented core game logic, UI interactions, and animations.
- Collaborated with artists and designers to match visuals with functionality.
- Optimized performance across machines.



PHARMA

Platform: PC / Android / iOS

Role: Lead Programmer

Tools Used: Unity, C#

Contributions:

- Programmed all core mechanics and interactions.
- Integrated cross-platform builds for PC, Android, and iOS.
- Worked with stakeholders to iterate based on feedback.

