SAFIULLAH SADI

Full-Stack Software Engineer | Unity Game Developer | Geospatial Specialist
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Pakistan | Open to Remote Work

PROFESSIONAL SUMMARY

Full-Stack Software Engineer with 10+ years of experience in game development, geospatial systems, and web applications. Published 100+ games and contributed to 300+ projects across Android, iOS, PC (Steam), Amazon, and Huawei AppGallery. Expert in Unity3D, C#, Vue.js, React, TypeScript, and Node.js. Strong problem-solver with collaborative mindset.

TECHNICAL SKILLS

Languages: C#, TypeScript, JavaScript, Python, SQL, HTML5, CSS3
Game Development: Unity3D (10 years), Game Physics, AI/NPC Systems, Mobile & PC Publishing
Frontend: Vue.js, React.js, VitePress, Tailwind CSS, SPA, State Management (Vuex, Redux)
Backend: Node.js, Express.js, REST APIs, Firebase, Real-time Databases, Authentication
Geospatial: CesiumJS, OpenLayers, 3D Tiles, GIS, Terrain Generation, Spatial Analysis
Tools: Git, Docker, AWS, Steam, Google Play, App Store, Amazon Appstore, Huawei AppGallery

PROFESSIONAL EXPERIENCE

Senior Game Developer & Full-Stack Engineer   2014 – Present
Various Studios & Independent Development   Pakistan (Remote)

Geospatial & 3D Simulation:
- Developed Defense Planning & 3D Simulation Systems for strategic visualization
- Built Unity Terrain Generator Plugin using online elevation data and satellite imagery
- Implemented Line of Sight (LOS) and Viewshed Analysis tools for terrain evaluation
- Created Dual-Map systems with synchronized 2D/3D views using CesiumJS and OpenLayers
- Developed real-time 3D visualization using 3D Tiles for large-scale geospatial rendering

Web Development:
- **Maians (maians.io):** 3D Avatar Platform with cross-platform SDK for web/mobile integration
- **Crib & Condo (Virtua Metaverse):** Social 3D environments with real-time multiplayer
- Built full-stack applications with Vue.js/React frontend and Node.js backend
- Developed RESTful APIs and real-time features using WebSocket connections

Game Development:
- Published 100+ games from concept to release on Google Play, App Store, Steam, Amazon, Huawei
- Contributed to 300+ game projects as lead developer, gameplay programmer, and technical consultant
- Built FPS Kit from scratch with modern controls, realistic physics, weapon mechanics, and AI behavior
- Created reusable Unity packages and plugins reducing development time by 40%
- Implemented AI/NPC systems including pathfinding, decision trees, and state machines
- Developed games across genres: Simulation, Hyper-Casual, Action, Shooting, Racing, Arcade
- Integrated analytics, monetization (ads, IAP), and social features into mobile games

KEY PROJECTS

Geospatial Visualization Platform | CesiumJS, OpenLayers, Vue.js
Interactive 2D/3D mapping with Line of Sight and Viewshed analysis tools, real-time data overlay.

Unity Terrain Generator Plugin | Unity3D, C#, REST APIs
Generates real-world terrain meshes from elevation data with automatic satellite texture mapping. Used in defense simulation applications.

3D Avatar Platform (Maians) | Vue.js, Node.js, WebGL
Web-based avatar creation platform with cross-platform SDK and real-time rendering system.

FPS Game Development Kit | Unity3D, C#
Comprehensive first-person shooter framework with weapon system, AI enemies, level progression. Foundation for 10+ published games.

EDUCATION

Bachelor of Science in Computer Science 3.45 CGPA | Pakistan

PROFESSIONAL DEVELOPMENT

Currently Learning: MCP (Model Context Protocol), AI Agentic Systems, LLM Integration
Activities: Game jams, hackathons, Unity developer community contributor

ADDITIONAL INFORMATION

Work Style: Collaborative team player, positive attitude, analytical thinking, creative problem-solver
Languages: English (Professional), Urdu (Native)
Interests: Adventure motorcycle touring in northern Pakistan, active Pakistani biker community member
Availability: Open to full-time, contract, and remote opportunities worldwide