Abdul Haseeb – Resume

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Career Objective

Passionate Game Developer specialized in Unity (2D/3D) and C#,
with strong experience in UI animations (DOTween), Firebase integrations,
and creating immersive gaming experiences.

Skills

- Unity Engine (2D/3D), Gameplay Mechanics, Physics
- Programming: C#, .NET, JavaScript, Python (Basics)
- UI/UX & Animations: DOTween, Framer Motion
- Backend & Cloud: Firebase Authentication, Firestore
- Version Control: Git, GitHub
- Other Tools: React.js, Tailwind CSS

Experience

Freelance Game Developer (2023 – Present)
- Designed and developed multiple 2D/3D games using Unity.
- Implemented smooth UI/UX animations with DOTween.
- Optimized performance for mobile platforms.
- Integrated Firebase for authentication and cloud services.

Frontend Developer (React + Tailwind) (2022 – 2023)
- Built responsive portfolio and client websites.
- Implemented dark/light themes and animations with Framer Motion.
- Deployed projects on Vercel and Netlify.

Education

Bachelor's in Computer Science (BSCS)
University of Lahore (Expected: 2026)

Projects

- Car Racing Game (Mobile) – Unity, DOTween animations, Android optimized
- Food Delivery App (EatZaar Clone) – React + Firebase, inspired by DoorDash/Foodpanda
- Portfolio Website – React, Tailwind, Framer Motion
- Cement Dealership Portal (Asan Ghar) – Flutter, multi-role access system

Languages

- English – Professional
- Urdu – Native