

# Akaash Hakim

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## SUMMARY:

Results-driven Game Developer with 5+ years of experience designing, developing, and optimizing engaging mobile games across genres including simulation, shooting, and hyper-casual. Skilled in Unity, C#, game architecture design, and performance tuning. Strong background in analytics integration (Firebase, Game-Analytics), ad monetization, and cross-functional leadership. Passionate about delivering high-quality, scalable gaming experiences.

## KEY SKILLS / AREAS OF EXPERTIES:

- |  |  |
|--|--|
| • Game Optimization & Performance Tuning | • ANR & Crash Resolution                                   |
| • Code Review & Debugging                | • GitHub Version Control                                   |
| • Firebase & Game Analytics Integration  | • Ads Plugin Implementation                                |
| • Editor Scripting                       | • Design Patterns (SOLID, Scriptable Objects, Inheritance) |

## Projects:

### Jailbreak Fury

<https://play.google.com/store/apps/details?id=com.tng.jf>

### Soccer Star - Football Games

<https://play.google.com/store/apps/details?id=com.football.strike.soccer.star.mobile.game>

### Cat Escape - Hide and Seek

<https://play.google.com/store/apps/details?id=com.cat.escape.hide.seek.cats.game>

### My Perfect Hospital

<https://play.google.com/store/apps/details?id=com.master.my.perfect.hospital.idle.game>

### Tractor Game-Farming Simulator

<https://play.google.com/store/apps/details?id=big.farming.simulator.tractor.driving.games>

### Miami Rope Hero Spider Games (Technical Support)

<https://play.google.com/store/apps/details?id=com.openworldactiongames.ropehero.crime.city>

### Gangster Grand Mafia Thug City (Technical Support)

<https://play.google.com/store/apps/details?id=com.hd.flying.squirrel.simulator>

### Miami Rope Hero Spider Games 2

<https://play.google.com/store/apps/details?id=com.dmg.grand.miami.open.world.crime.ganster.games>

## EMPLOYMENT HISTORY

### 1- Game District

06/2024 – 11/2024

Sr. Lead Developer

#### Responsibilities:

- Built team structure and development workflows to streamline production.
- Designed and developed visually polished, high-quality mobile games (Hyper-Casual, Shooting genres).
- Architected modular, scalable game systems using SOLID principles and design patterns.
- Optimized code and 3D environments for performance across devices.
- Integrated Ads SDKs (e.g., AdMob, AppLovin & FB), Firebase, and Game-Analytics for monetization and tracking.

## 2- Hazel Mobile

12/2022 – 04/2024

Sr. Lead Developer

### Responsibilities:

- Completely Design and developed Mobile Games making them aesthetically good and providing an excellent playable experience (Simulation + Hyper casual).
- Game Genre includes Shooting, Sports, and Hyper Casual.
- Architected modular, scalable game systems using SOLID principles and design patterns.
- Optimized code and 3D environments for performance across devices.
- Integrated Ads SDKs (e.g., AdMob), Firebase, and Game-Analytics for monetization and tracking.

## 3- NiBG (Nightingale Business Group)

09/2021 – 11/2022

Sr. Lead Developer

### Responsibilities:

- Processing hence reducing ANR and Crashes on android Vita.
- Optimize Memory using Deep Memory profiling to Target loopholes in GPU and CPU.
- Optimize 3D Environments to target maximum frame rate across devices for better user gameplay experience.
- Code Architecture Design & Core Gameplay Design.
- Implement modular Code Architecture using Solid Design Principles. & Code review and Optimizing Code Using Design principles.
- Ads and Game Integrate Analytics.
- Resolving bugs and providing full technical support for the team & Conducting Sessions on skill development.
- Analyze the visual Aspects of game-like visual action feedback (Effects, Sounds, User Retention Cycle).
- Design and Develop games those are visually and aesthetically appealing.
- Design Visual Storytelling Using Advance TimeLine and Cine-machine Features.

## 4-Spark Code

04/2021 – 08/2021

Lead Developer

### Responsibilities:

- Oversee the technologies, tools and techniques used within the team.
- Work closely with the business and Engineers on issues related to design and requirements.
- Ensure that development standards, Google Play Store policies and procedures are adhered to.
- Ensure that projects are accurately estimates and delivered on schedule.
- Supervise, train and guide team members.
- Report all team members work and about project work to the management.

## 5-The Gaminators Group

03/2019 – 11/2019  
12/2019 – 03/2021 (Team Lead)

Game Developer

### Responsibilities:

- Game Genre includes Shooting & Sports.
- Designed Controls from scratch + third party plugin integration.
- Meeting with the management for assign the project to team members.
- Arrange all the development data and categories according to performance and distribute in the development team.

## EDUCATION

Master of Computer Science (2018)

The Islamia University of Bahawalpur

## PERSONAL PROFILE

Date of Birth : 18 Jan 1995  
Language : English, Urdu