

AMAL FATEMAH

Game Developer & Researcher

 15240 Lahti, Finland  amalfatemah@gmail.com  +358 44 9263159  <https://amalfatemah.github.io/>

ABOUT ME

Experienced Unity developer with 5 years of experience. Driven by curiosity, a problem-solving mindset and a passion for lifelong learning.

WORK EXPERIENCE

Team Lead | Senior Developer (Games) at **Artrei Studio** (Remote) **May 2023 – Present**

Achievements:

- Integrated live heart rate monitoring in a focus-training game for children.
- Led blockchain strategy game development while implementing in-game NFT minting and transfers.
- Oversaw multiplayer NFT card game using Photon and Firebase.
- Directed F2P green game activations backed by research insights.

QA Tester at **KuvaLearn (Finnish Language Learning App)** (Remote, Part time) **Aug 2025 – Present**

Achievements:

- QA testing to identify, reproduce and document bugs across mobile and desktop platforms.
- Provided UX feedback and workflow improvements to enhance usability and user satisfaction.

Intelgency IT Solutions (Pvt) Ltd, Pakistan **Dec 2020 – April 2023**

- **Senior Unity Developer**
- **Unity Developer**

July 2021 – April 2023
Dec 2020 – July 2021

Achievements:

- Led development of multiple Metaverse play-to-earn entertainment platforms.
- Oversaw the integration of a game-based distance learning system while implementing core features.
- Developed an AR Game Show application and a Conversational AI AR Chatbot.
- Developed a Top-Down wave based survival shooting mining game.
- Worked on multiple live location AR mobile games using Mapbox and Google Maps.
- Published cross-platform mobile games, including iOS App Store releases.
- Provided technical mentorship and support to junior developers.

Project Management Trainee at **Operations PRO (Pvt) Ltd, Pakistan** **Sep 2020 – Nov 2020**

- Led a team of data analysts and graphic designers to publish a series of reports on Digital Business trends.
- Developed marketing strategies with a cross functional team to launch and promote a comprehensive CMS.

Coding Coach at **That Lab, Pakistan** **Jan 2018 – March 2018**

- Developed interactive, activity-based curricula of Robotics and IoT for students aged between 7 -14 years.
- Defined learning outcomes and managed STEM lab setup.

SKILLS

Game Development: Unity (2D/3D, AR, VR, Multiplayer), Gameplay Programming, UI/UX

Backend & Systems: Firebase (Auth, Realtime DB, Firestore, Hosting), PlayFab, REST APIs, Admob

Blockchain/Web3: NFT Minting, Smart Contract Integration, MetaMask

Data & Analysis: Unity Analytics, Excel, Stata, SQL

Project Management: Technical Documentation, SysML, Jira

Core Strengths: Agency, Creative Problem Solving, Adaptability, Systems Thinking, Communication Across Disciplines

EDUCATION

- PhD Engineering Science** (Industrial Engineering & Management) 2024 - Present
Lappeenranta-Lahti University of Technology (LUT), Lahti, Finland
Dissertation Topic: *Designing for Planetary Play: Embedding Ecological Limits in Game Mechanics*
- MS Systems Engineering** (Specialization: Cognitive Systems) 2019
NUST, RCMS, Islamabad, Pakistan - (CGPA 3.95 / 4.00 - Gold Medallist)
Thesis Topic: *Design of an integrated pipeline for the visualization of 3D molecular models to study the effects on spatial learning ability*
- BE Mechatronics - (CGPA 3.54 / 4.00)** 2017
NUST, CEME, Rawalpindi, Pakistan
Final Year Project: *Design of an Assistive Robot for Domestic Applications*

SELECTED PROJECTS

- **Molecular Visualization Application** (MS Thesis Project) Unity (Android, Linux)
 - Multi-threaded client server model which converted 2D textbook images to 3D models.
 - Collected & analysed student data - results of which showed an increase in student test scores by up to 11%.
- **Schole** (Game-based distance learning system) Unity (Android, iOS, Web)
 - Multi-role system (Teacher, Student, Parent, Admin) with live class and whiteboard synchronization via Photon
 - Authentication and Data Management using PlayFab
- **Crypto Champions** (Block chain strategy game) Unity (Android, iOS, Web)
 - NFT minting via contracts and NFT hosting on Pinata.
 - NFT management, authentication, chats, user and opponent management using *Firebase Rest APIs*.
- **Micropets2D** (Multiplayer NFT card game, Pets Poker) Unity (Web)
 - Photon-based multiplayer; Firebase for authentication and data persistence
- **Remove This: Guns & Aliens** (Top-Down Shooting Game) Unity (Android, iOS)
 - Wave based survival shooting game with metamask integration for crypto rewards.
- **Metabox** (AR Game Show) Unity (Android, iOS, Desktop)
 - Firebase backend with AR puzzle boxes; desktop admin tool for uploading puzzles images and videos
- **AkadimiaAI** (AR Chatbot) Unity (Android, iOS)
 - Voice-enabled AR chatbot with IBM Watson Assistant + TTS/STT APIs.
- **Lazy Horse Race Club** (Metaverse Entertainment World) Unity (VR, Web, Desktop)
 - Firebase-backed multiplayer VR casinos, concerts and customizable apartments.
 - NFT Authentication on the Cronos chain
- **Firefight** (VR Fire Extinguisher Training) Unity (VR)
 - PASS (Pull-Aim-Squeeze-Sweep) method training simulator for proper fire extinguisher use.
- **GeoFinding** (Play-to-Earn location based AR game) Unity (Android, iOS)
 - Firebase-integrated geolocation gameplay using Mapbox
- **Others**
 - Play Store: <https://play.google.com/store/apps/dev?id=8061148689500685827>
 - App Store: <https://apps.apple.com/us/developer/muhammad-arслан-tougeer/id1561452665>