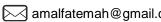
AMAL FATEMAH

Game Developer & Researcher









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

July 2021 – April 2023

Unity Developer

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. 0
- Developed a Top-Down wave based survival shooting mining game. \bigcirc
- Worked on multiple live location AR mobile games using Mapbox and Google Maps. 0
- Published cross-platform mobile games, including iOS App Store releases. 0
- 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

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)

- o 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)

- o 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)

- o 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)

- o Firebase-backed multiplayer VR casinos, concerts and customizable apartments.
- NFT Authentication on the Cronos chain
- Firefight (VR Fire Extinguisher Training)

Unity (VR)

- o 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-arslan-touqeer/id1561452665