

Mushood Munir

Senior Unity developer, 2D/3D Games Developer

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 Pakistan

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Profile

As a senior Unity developer with over 6 years of experience, I have specialized in creating hypercasual, hybridcasual, puzzle, racing, and simulation mobile games. My expertise lies in optimizing performance for mobile platforms, integrating advanced gameplay mechanics, and delivering engaging user experiences. I have successfully led projects from concept to launch, ensuring high-quality visuals and smooth gameplay. My proficiency in C# and Unity, combined with a deep understanding of player behavior, allows me to create captivating and addictive game experiences. I am adept at solving complex technical challenges and implementing innovative solutions to enhance game performance and player retention.

Education

Bachelors in Information Technology

University of Punjab

Skills

- | | | |
|--------------------|-----------------------------------|------------------------------|
| • Unity | • C# | • WebGL |
| • Text/Voice Chat | • Firebase | • AWS |
| • Game Analytics | • Social Platforms Authentication | • 3rd Party SDKs Integration |
| • ADs Monetization | • In App Purchases | • Leaderboards |
| • Game AI | • Rest APIs | • CI/CD |
| • Asset Bundles | • AR | • Version Control System |
| • Jira | • Trello | • Editor Scripting |
| • Unity Physics | • IK | • Nav Mesh |
| • Lighting | • Game Optimization | • Design Principle |
| • Particle System | • Audio Management | • Debugging |
| • Bug Fixes | • Scriptable Objects | • Game Tutorials |
| • Game UI | • Prefabs | |

Professional Experience

2024/03 – 2025/02

LONDON, UK

Senior Unity Game Developer - Remote

AAM GAMES LTD

- Act as a Senior Unity Game Developer for mobile, responsible for designing, developing, and optimizing games across platforms while ensuring high performance and smooth gameplay.
- I write clean, scalable code, implement core mechanics, and optimize rendering for mobile devices and web browsers.
- Collaborate with designers, artists, and backend teams, conduct code reviews, enforce best coding practices, and mentor junior developers.

- I handle debugging, performance profiling, and cross-platform compatibility while integrating monetization strategies and managing live updates.
- My role ensures high-quality game development through structured workflows, testing, and continuous improvement

2022/09 – 2024/02
Bangkok

Senior Unity Game Developer - Remote

Questzy

- Created prototypes for new game ideas and mechanics, iterating based on feedback and testing results.
- Developed and maintained scalable, modular, and efficient code architectures, ensuring high performance and ease of maintenance.
- Analyzed and optimized game performance, ensuring smooth gameplay across various devices and platforms.
- Ensured that game mechanics are intuitive and enhanced overall player experience, balancing challenge and accessibility.
- Collaborated with cross-functional teams, including artists, designers, and QA, to create a cohesive and polished final product.

2021/01 – 2022/08
USA

Unity Game Developer - Remote

Random Logic Games

- Designed and implemented engaging and innovative gameplay mechanics, including player controls, game rules, and progression systems, to create compelling gaming experiences.
- Identified, prioritized, and resolved bugs and issues encountered during development and testing phases, ensuring the stability and smooth functioning of the game across different platforms.
- Designed and implemented user interfaces that are responsive, intuitive, and visually appealing, ensuring seamless integration and compatibility across various mobile devices with different screen sizes, resolutions, and aspect ratios.
- Collaborated with the development team to conceptualize, design, and implement new features and content updates, based on player feedback, market trends, and project requirements, to enhance the game's longevity and appeal.

2018/04 – 2020/11
Pakistan

Unity Developer - Onsite

Sabasoft Game Studio

- Provided technical leadership and expertise, guiding the team in architectural design decisions, implementation strategies, and troubleshooting complex technical issues encountered during development.
- Facilitated effective communication and collaboration between team members, departments, and stakeholders, ensuring alignment of goals, expectations, and deliverables across projects.
- Conducted regular code reviews, design reviews, and quality assurance checks to maintain code quality, performance, and adherence to coding standards across projects.
- Developed project plans, schedules, and milestones in collaboration with stakeholders, and oversaw their execution, ensuring alignment with project objectives and requirements.

Languages

- Urdu
- English

Projects

Portfolio ↗