

Mughees Asghar

Senior Unity Developer

 connect.mughees0009@gmail.com

 +92 323 4316611

 Pakistan

 linkedin.com/in/m-mughees-game-developer

 github.com/mughees0009

Profile

As a senior Unity developer with over 8+ 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.

Skills

- Unity
- C#
- Game Analytics
- 3rd party SDKs
- AI
- Rest APIs
- CI/CD
- Addressables
- AR
- GitHub
- GitLab
- PlasticsSCM
- Bitbucket
- Jira
- Trello
- Editor Scripting
- Unity Physics
- Animations
- IK
- C# Scripting
- Nav Mesh
- Lighting
- Optimization
- Design Principles
- Game UI
- Bug Fixing
- Debugging
- Audio Management
- Version Control System
- Rest APIs

Professional Experience

Senior Unity 3D Developer - Remote

01/2023 – 02/2025

AAM GAMES LTD

LONDON, UK

- Act as a Senior Game Developer for mobile and WebGL, 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.

- Additionally, 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.

Unity Game Developer - Remote

Dubit Limited

04/2022 – 11/2022

Leeds, United Kingdom

- Engage in the dynamic world of game development for the metaverse, children, and physical training.
- Grasping my technical prowess and creative vision, I collaborate with a global team of 100 professionals to craft immersive digital gaming experiences.
- Specializing in Unity, I contribute to the design and development of massively interactive live events. With a foundation built on 25 years of industry experience, Dubit pioneers innovative gaming solutions for both global enterprises and groundbreaking startups.
- Also play a vital part in shaping the future of digital entertainment, delivering engaging and memorable experiences that captivate audiences worldwide.

Unity 3D Developer - Remote

Lux Mobile Studio

03/2021 – 03/2022

United States

- Crafting immersive digital experiences that push the boundaries of interactive entertainment.
- Work with a diverse team, using Unity's tools to create vibrant virtual worlds across different platforms.
- Whether it's developing captivating gameplay mechanics, optimizing performance for seamless user experiences, or integrating cutting-edge technologies.
- Delivered innovative solutions that captivate audiences of all ages. With a keen eye for detail and a passion for pushing technological boundaries,
- Contribute to Lux's legacy of pioneering game development in the ever-evolving landscape of the metaverse and eSports.

Senior Unity Developer - Remote, Contract

My Dos Technology

07/2020 – 12/2020

Edirne, Turkey

- Lead the development of Lingush, an innovative learning app designed to make English vocabulary acquisition engaging and enjoyable for students from primary to high school levels.
- Leveraging my expertise in Unity, I spearhead the implementation of features such as over 250 AR (Augmented Reality) objects and quizzes, transforming learning into an immersive experience.
- Oversee the creation of the "Hide & Find" game, fostering collaborative play among friends and family members/ Developed intuitive interfaces and seamless gameplay mechanics, I empower parents to share meaningful moments with their children while enhancing their linguistic skills.
- Through dedication to excellence and a passion for educational technology, I contribute to Lingush's mission of fostering lifelong learning in a playful environment.

Unity Developer - Remote	03/2019 – 03/2020
iiiH Studio	United States
<ul style="list-style-type: none"> • Deeply involved in the creation of immersive and engaging gaming experiences. • Collaborate closely with a talented team of designers, artists, and programmers, and utilize Unity's robust features to bring our creative visions to life. • From designing captivating gameplay mechanics to optimizing performance for flawless user experiences, I am the integral part to the success of each project. • With a keen eye for detail and a passion for pushing technological boundaries, I thrive in an environment where innovation and creativity flourish. • With the help of my expertise in Unity development, I contribute to delivering high-quality games that captivate and delight players around the world. 	
Unity Project Manager - Onsite	10/2016 – 12/2018
SabaSoft Game Studio	Lahore, Pakistan
<ul style="list-style-type: none"> • Manage the seamless execution of our ambitious game development projects. • Thorough focus on optimizing workflows and maximizing team efficiency, ensuring that creative visions are translated into captivating gaming experiences across multiple platforms. • Through effective communication and strategic planning, lead the dynamic development team in overcoming challenges and meeting project milestones with precision. • Play a critical role in driving innovation and excellence in interactive entertainment, shaping the future of gaming, where every project is a testament to our commitment to redefining the boundaries of digital creativity 	

Projects

Here is the link to my projects:

[https://docs.google.com/presentation/d/1XTrZVI-paXTxD2OW0IXr62lXMUF__pvEfKJxysQz9kk/edit?
usp=sharing](https://docs.google.com/presentation/d/1XTrZVI-paXTxD2OW0IXr62lXMUF__pvEfKJxysQz9kk/edit?usp=sharing)

Education

Bachelors in Computer Science (2011– 2015)

University of Central Punjab