

Muhammad Asim Khan

Unity Game Developer

Islamabad, Pakistan | asimdurrani9@gmail.com | [LinkedIn Profile](#) | 0316-1929427

Professional Experience

SENIOR GAME DEVELOPER

TW GAMES STUDIOS | DEC 2023 – PRESENT

- Lead the development of high-quality 3D games, focusing on performance optimization and user engagement.
- Implemented AR/VR features in Unity, enhancing player immersion and interactivity.
- Explored crypto integration in games, including basic blockchain concepts and NFT-based asset management.
- Mentored junior developers in Unity3D, C# scripting, and OOP best practices.

GAME DEVELOPER

TW GAMES STUDIOS | AUG 2022 – DEC 2023

- Developed and shipped multiple 3D games, ensuring seamless performance across mobile, PC, and console platforms.
- Designed and implemented level layouts, animations, and gameplay mechanics to enhance player immersion.
- Conducted performance profiling and optimization to ensure smooth gameplay experiences.
- Experimented with AR/VR prototypes to explore new gaming experiences.

GAME DEVELOPER

9D TECHNOLOGIES | MAR 2022 – AUG 2022 (6 MONTHS)

- Contributed to the development of 3D games, focusing on C# scripting and asset integration.
- Collaborated with artists and designers to create visually appealing and interactive game environments.
- Debugged and optimized code to improve game performance and stability.
- Explored crypto-based game economies and basic blockchain integration in Unity.

JR GAME DEVELOPER

FIVE RIVER SOLUTIONS | JUN 2021 – MAR 2022 (10 MONTHS)

- Developed and maintained Unity-based applications, ensuring high-quality performance and user experience.
- Created custom tools and scripts to streamline the game development process.
- Worked closely with QA teams to identify and resolve bugs, ensuring polished final products.
- Gained foundational knowledge of AR/VR development in Unity, including basic project setups.

Education

UNIVERSITY OF ENGINEERING AND TECHNOLOGY, PESHAWAR

Bachelor of Science (BS) in Computer Science | 2016 – 2020

ISLAMIA COLLEGE PESHAWAR

FSc in Pre-Engineering | 2014 – 2016

Technical Skills

GAME DEVELOPMENT: Unity3D, C# Scripting, 3D Animation, 2D Animation, Level Design, Prototyping

AR/VR DEVELOPMENT: Basic AR/VR project setup, Unity XR Toolkit, Immersive Experience Design

CRYPTO INTEGRATION: Basic blockchain concepts, NFT-based asset management, Crypto game economies

PROGRAMMING: Object-Oriented Programming (OOP), Performance Optimization, Debugging

TOOLS: Unity Engine, Visual Studio, Git, Profiling Tools

SOFT SKILLS: Communication, Collaboration, Problem-Solving, Retention Strategies

Key Achievements

- Successfully delivered 30+ 3D projects, ensuring high-quality performance and user satisfaction.
- Optimized game performance for cross-platform compatibility, resulting in increased player retention.
- Developed scalable and maintainable code architectures, improving team productivity and collaboration.
- Explored AR/VR and crypto integration in Unity, contributing to innovative gaming experiences.

Portfolio

[Google Site Link](#)