
Shayan Shahid

Game Developer

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Career Objective

A highly motivated and passionate **Unity Game Developer** with a strong background in game design, programming, and performance optimization. Since childhood, I have been engaged in game development, constantly evolving my skills. As an indie developer, I specialize in Unity and C#, focusing on creating immersive, high-performance, and bug-free gaming experiences. I am eager to join a professional team where I can contribute my expertise and continue growing in the gaming industry.

Technical SKILLS

- **Graphic Design:** Photoshop , Canva , Figma , Unity-UI
- **Game Development:** Unity, C#, Game Mechanics Implementation
- **Programming & Software:** C# , Python, Java
- **Backend & Database:** Firebase (Realtime Database), HTTP Requests
- **3D & 2D Design:** Blender (3D Modeling, Animation), Photoshop (UI/UX Design)
- **Game Optimization:** Performance Tuning, Bug Fixing, FPS Optimization
- **Other Skills:** Level Design, UI/UX Design, Monetization Strategies

Work EXPERIENCE

Freelance Game Developer (2021 - Present)

- Designed and developed multiple Unity-based game projects with optimized performance.
- Worked on various game projects for clients under strict confidentiality agreements.
- Specialized in debugging, feature implementation, and game mechanics improvement.
- Provided high-quality game modifications and development services on Fiverr.

Project

- **Space Mission** (Sci-Fi Adventure Game)
 - A challenging adventure game with 50+ levels and an immersive storyline.
 - Integrated advanced AI mechanics, interactive environments, and engaging gameplay.
 - Optimized game settings for different hardware capabilities.
 - **Download Link:** [Space Mission](#)
- **Monkey War** (Action Multiplayer Game)
 - A fast-paced, action-packed multiplayer game with strategic combat mechanics.
 - Implemented real-time player interactions and smooth gameplay experience.
 - Designed intuitive UI and optimized controls for seamless user experience.
 - **Download Link:** [Monkey War](#)

EDUCATION

Self-Taught Developer (YouTube-based learning)

- Apna College – Advanced Programming Language
- Code with Harry – Advanced Programming Language
- Learning Never Ends – Advanced Programming Language
- Code with Monkey – Unity & also C# Mastery
- And many others...

Languages

- English (Professional)
- Urdu (Fluent)
- Hindi (Fluent)

Expected Salary

- 7 Lakh per Annum

Additional Information

- Passionate about programming, game design, and continuous learning.
- Strong analytical and problem-solving abilities with a focus on performance optimization.
- Active on **YouTube & LinkedIn**, sharing game development insights and tutorials.
- Open to remote and on-site opportunities in game development.