

Irfan Malik

Professional Unity Game Developer

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Portfolio: <https://shorturl.at/ASjLn>

Professional Summary

Highly skilled **Unity Game Developer** with over 5 years of professional experience in the game development industry. Specialized in developing **AR, VR, Multiplayer, 2D, 3D, FPS, TPS, Simulation, and various other types of games**. I have an extensive background in game design, programming, and optimization, with hands-on expertise in **C#, Java, and C++**. I have successfully contributed to several renowned software houses, including **Jolta Technologies, Wisdom Solution, Ezee Logix, Binate Digital**, and **SybexLab**, where I delivered exceptional gaming experiences across multiple platforms.

Work Experience

Unity Game Developer

Jolta Technologies

(Jan 2018 – Dec 2019)

- Developed multiplayer games and immersive AR/VR applications for a variety of platforms.
- Created highly optimized 2D/3D assets and animations for seamless gameplay.
- Worked on enhancing the game experience for FPS and TPS models with efficient AI integration.

Unity Developer

Wisdom Solution

(Feb 2020 – Oct 2021)

- Spearheaded the development of high-end simulation games and multiplayer experiences.
- Collaborated with designers and animators to create engaging and interactive environments.
- Managed end-to-end game development life cycles, ensuring smooth functionality and minimal bugs.

Senior Unity Developer

Ezee Logix

(Nov 2021 – May 2022)

- Implemented complex game mechanics in VR, focusing on real-world simulations.
- Led a team of developers in creating multiplayer gameplay and network optimization.
- Integrated third-party SDKs and tools to enhance in-game features.

Lead Game Developer

Binate Digital

(Jun 2022 – Feb 2023)

- Worked extensively on 3D simulations and physics-based gaming projects.
- Designed user interfaces and optimized performance for mobile and VR platforms.
- Mentored junior developers and guided the team to meet project deadlines efficiently.

Unity Developer

SybexLab

(Mar 2023 – Present)

- Focused on developing advanced AR/VR projects, leveraging the latest Unity technologies.
- Integrated AR experiences using tools such as ARCore and ARKit for mobile platforms.
- Worked on multiplayer functionalities with Photon and Unity's networking system.

Education

Bachelor of Science in Computer Science (BSCS)

Islamia University of Bahawalpur

Technical Skills

- **Game Development:** Unity3D, AR/VR, 2D/3D Game Development, FPS, TPS, Simulation Games, Multiplayer Networking
- **Programming Languages:** C#, Java, C++
- **Game Engines:** Unity, Unreal Engine
- **Tools & Technologies:** Photon Networking, ARCore, ARKit, Oculus SDK, Vuforia, Blender, Maya
- **Version Control:** Git, Bitbucket, GitHub
- **Project Management Tools:** JIRA, Trello, Asana

Key Achievements

- Successfully developed over 20+ games, ranging from small indie projects to large-scale multiplayer and VR experiences.
- Delivered immersive AR/VR applications for education, training, and entertainment purposes.
- Worked in highly collaborative environments, achieving project goals ahead of time, with minimal revisions needed.
- Recognized for strong problem-solving abilities and innovative design solutions in challenging development scenarios.
- Game Development Specialization