

Muhammad Hassan Raza

Islāmābād • +923033698469 • hasanswy@gmail.com •
linkedin.com/in/muhammad-hassan-raza-880345121

Game Developer

Experienced Game Developer with 3+ years in Unity, Zenject, and UniRx. Developed an Idle Tycoon game with Match-3 mechanics, optimizing performance by 30% in 6 months. Collaborated with cross-functional teams to align technical solutions with creative vision. Applied Firebase Analytics to drive data-informed improvements.

WORK EXPERIENCE

9D Technologies Game Developer

09/2022 – Present
Islāmābād, Pakistan

- Developing an Idle Tycoon game blended with Match-3 mechanics using Unity, Zenject (for dependency injection), and UniRx (for reactive programming).
- Designed and implemented scalable game architecture, ensuring maintainability and optimal performance across mobile platforms.
- Integrated complex gameplay systems, balancing idle progression with engaging Match-3 dynamics to maximize user retention.
- Utilized Unity Profiler and Addressables for performance optimization and efficient asset management.
- Collaborated cross-functionally with designers, artists, and QA teams to align technical solutions with creative vision.
- Applied Firebase Analytics to track user behavior, enabling data-driven improvements in gameplay and monetization strategies.
- Contributed to the development of various 2D and 3D games during my tenure, enhancing skills in both casual and core game genres.

BIG4 TECHNOLOGY Game Developer

09/2021 – 09/2022
Islāmābād, Pakistan

- Working on multiple genres of games categories.

Games Lobby Unity Developer

06/2020 – 09/2021
Islāmābād, Pakistan

- As a junior developer I worked on the number of multiple genre games, updates re-designing and also from scratch.

Game Developer Trainee

Islamabad, Islāmābād, Pakistan

- Working on different games updates, level designing and re designing games

EDUCATION

Bachelor's Degree in Informtaion Technology University of Sargodha

SKILLS

Adobe Photoshop, Animation, C#, Dependency Injection, Game Design, Game Development, Game Mechanics, Game Physics, Gameplay, Game Programming, Graphical User Interface (GUI), Microsoft Excel, Microsoft Word, Network Administration, PowerPoint, Red Hat Linux, Responsiveness, System Administration, Teamwork, Teradata, Unity, Unity 3d Development, VMware, Web Design, Web Development