

# M. Hamza Ali Ferozi

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## PROFESSIONAL SUMMARY

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Game Developer with 5 years' experience delivering 15+ 2D/3D games and AR/VR/XR solutions for enterprises including Absolutely Digital, ePAGING, and Game Storm Studio. Specialized in scalable multiplayer systems (Photon PUN 2), Gameplay implementations, and optimized build pipelines (Addressables, CI/CD) achieving up to 50% performance gains. Led cross-functional teams to deliver ROI-focused immersive products, mentored developers to raise code quality, and executed R&D initiatives that increased player retention rates by up to 25%.

## SKILLS

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- **Languages & Frameworks:** C++, Blueprints, C#, JavaScript, PHP, SQL.
- **AR/VR/XR:** AR Foundation, AR Core, AR Kit, Vuforia, XR Interaction Toolkit, Mixed Reality
- **Tools:** Git, Jira, Trello, Click Up, Jenkins, Photoshop, Firebase, Cine-Machine, Addressables,
- **Platforms:** iOS, Android, PC, WebGL.
- **APIs & SDKs:** REST, JSON, XML, Photon PUN 2, Agora, Ready Player Me, Unity Ads, AdMob, Game Analytics, Firebase, Blockchain Wallets.
- **Expertise:** Multiplayer, Matchmaking, Leaderboards, Playmode Testing, Apple Store Connect, UI/UX Coordination, Cloud Storage, Google Play.

## EXPERIENCE

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### Senior Game Developer (Unity Engine)

*Absolutely Digital (HQ Lebanon)*

November 2023 – August 2025

- **Developed** a 2D *Bottle Flip* game with realistic physics using Rigidbody and Joints, featuring 150+ levels.
- **Implemented** three engaging game modes:
  - *Speed Mode* – rewarded players with bonus time for consecutive perfect flips.
  - *Endless Mode* – dynamic platform spawning inspired by *Doodle Jump*.
  - *Moon Mode* – simulated low gravity for unique gameplay.
- **Integrated monetization features**, including in-app purchases for bottle skins and AdMob ads.
- **Published** the game on both iOS and Google Play Store.

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- **Created** an online leaderboard system for a *Space Shooter* game, introducing 8 competitive leagues where players ranked based on trophies earned.

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- **Contributed** to *Octothink*, a cognitive training app with 30+ brain games available in 10+ languages.
  - **Enhanced** existing mini-games, resolved bugs, and **implemented new features**, including:
    - Subscription system to unlock all games.
    - Streak tracking and player progression via REST APIs.
    - Firebase push notifications for reminders.
    - Dark/Light mode switching without reloading.

- **Improved localization support** by integrating REST APIs for multilingual content.

## Game Developer (Unreal & Unity Engine)

*ePAGING Pvt Ltd*

June 2022 – November 2023

### Apes Planet (Unreal Engine)

- **Gained first hands-on experience** in Unreal Engine by contributing to *Apes Planet*, a blockchain-based multiplayer metaverse project where players join via NFT ownership.
  - **Developed** gameplay features using Unreal Blueprints, including:
    - Third-person character functionality.
    - Multiplayer lobby system on a dedicated server.
    - Multiplayer inventory and combat systems.
  - **Implemented** character animations and cinematic cutscenes using the Sequencer tool.
  - **Built** an AI-driven NPC system leveraging Unreal's Blackboard for decision-making.
  - **Integrated** blockchain wallet features for in-game transactions.
  - **Created** a multiplayer racing leaderboard to enhance player competition.
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- **Designed and implemented** a multiplayer racing game in Unity using **Photon PUN2**, ensuring smooth networking and competitive gameplay.

## Intern Game Developer (Unity Engine)

*Game Storm Studios*

Feb 2020 – June 2022

- **Worked on a variety of Unity-based projects** using popular templates such as RCC (Realistic Car Controller), Invectro, MFPS (Multiplayer FPS), UFE (Universal Fighting Engine), Highway Racer, and UFPS (Ultimate FPS).
- **Developed multiple game genres**, including:
  - Racing games feature monster trucks and supercars.
  - Action/adventure shooting games.
  - Story-driven Gangster Games.
- **Optimized performance** for low-end devices, ensuring smooth gameplay and broad accessibility.
- **Implemented Ad Mediation** (AdMob & Unity Ads) to increase ad fill rates and reduce ANRs (App Not Responding crashes).
- **Integrated monetization features**, including in-app purchases across all titles.
- **Released weekly updates** with new content, bug fixes, and rewards to maintain **high D1 retention** and player engagement.
- **Published games** successfully on both the **App Store and Google Play Store**.

## Freelance Game Developer (Unity, Unreal, AR/VR)

*(Remote | 2020 - Present)*

As a freelancer, I acted as a **game director, developer, sound designer, UI/UX artist, and VFX artist**, managing the **entire game development lifecycle** from concept to deployment for clients worldwide.

Projects included:

- **Prototyping & Unreal Engine Development**
  - Designed a **Sniper game prototype** in Unreal Engine for a student project, focusing on realistic shooting mechanics.

- Built a **2D platformer game** in Unreal Engine, showcasing precision-based mechanics and smooth side-scrolling controls.
- **Augmented Reality (AR) Solutions**
  - Developed an **AR facial filter** for a Spanish client, enhancing real-time face tracking and interactive effects.
  - Created an **AR object-tracking experience** using Vuforia, enabling users to interact with physical objects digitally.
- **Virtual Reality (VR) Multiplayer Game**
  - Built a **multiplayer VR experience** in Unity where players could join lobbies, voice chat, and interact with physics-based objects in real time, combining networking and immersive gameplay.
- **Educational & Casual Games**
  - Designed a **2D educational game** for a school teacher to support learning through interactive play.
  - Developed **Astro Adventure**, a Unity-based top-down shooter created entirely from scratch, featuring custom mechanics and engaging progression.
  - Built **Hope**, a top-down shooter submitted for a game jam, balancing fast-paced gameplay with creativity under strict time constraints.
- **Multiplayer & Client Projects**
  - Created **Acromania**, a 2D multiplayer game for a U.S. client, where players joined lobbies and competed to guess the correct acronym.
  - Developed **Real Deal Thrift Hunter**, a unique multiplayer 2D game that integrated **real-time product data** from **eBay and Poshmark APIs**, challenging players to guess item prices in a competitive setting.

## EDUCATION

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### **Bachelor of Computer Science**

*SMIU University*

2016-2020

### **High School Certification**

*PECHS Government Degree Science College*

2014-2016

## LANGUAGES

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English: C1

## ACHIEVEMENTS

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- Awarded for delivering projects ahead of schedule with measurable ROI improvements.
- Recognized for leadership in technical innovation and client satisfaction.
- Designed unique multiplayer games that combined real-world e-commerce data with competitive gameplay.
- Integrated REST APIs, Firebase, and Photon networking into multiplayer projects, supporting 1,000 concurrent players.
- Optimized Unity games to run 30–40% faster on low-end devices.
- “Delivered 10+ successful AR/VR prototypes and game projects to international clients.
- Received company award for Best Team on high-priority projects.