RAJA JAMAL PARVAIZ

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PROFESSIONAL SUMMARY

Lead/Senior Game Developer with 6+ years of experience in Unity3D, Multiplayer Systems (Photon, Nakama, Mirror), Gameplay Programming, and Performance Optimization. Proven expertise in delivering mobile, PC, and WebGL games from concept to launch, managing development teams, and implementing scalable multiplayer and backend architectures. Adept at team leadership, cross-functional collaboration, and problem-solving.

CORE SKILLS

- Game Development: Unity3D, Unreal (learning), AR/VR (ARCore, ARKit, Vuforia), Gameplay Programming
- Multiplayer & Backend: Photon, Mirror, Nakama, PlayFab, REST API, WebSockets, Azure, Docker
- Programming Languages: C#, Java, C++, Python, Solidity, JavaScript, SQL
- Optimization & Tools: Addressables, LOD, Physics Optimization, ScriptableObjects, Git, CI/CD
- Databases: SQL Server, MySQL, Firebase, Firestore, SQLite
- Leadership & Management: Team Leadership, Agile/Scrum, Code Reviews, Project Management
- Other Skills: UI/UX, Performance Debugging, Store Publishing, Problem-Solving

Top Phrases for ATS Scanning: Unity Developer, Senior Game Programmer, Multiplayer Networking, Gameplay Systems, Game Architecture, Matchmaking, Real-Time Multiplayer, Performance Optimization, Cross-Platform Deployment, Team Leadership, Scalable Backend, AI Systems, Agile Development, Game Mechanics, Mobile Game Development.

PROFESSIONAL EXPERIENCE

Lead Game Developer

Trango Tech | Feb 2024 – Present

- Leading design and development of multiplayer games (Mirror, Nakama and Photon) with focus on scalability and performance.
- Integrated Nakama backend for matchmaking, real-time gameplay, and persistence.
- Mentored junior developers, improving team efficiency and code quality.

Lead Game Developer

Renderz | May 2022 – Feb 2024

- Directed the development of core gameplay mechanics for mobile and WebGL games.
- Implemented AI-driven systems and improved performance across multiple projects.
- Collaborated with designers and QA to deliver projects on time and within budget.

Game Consultant (Unity WebGL)

The Talent Games | Mar 2023 – Present

- Provided technical consultation on Unity WebGL projects.
- Optimized rendering and gameplay logic for browser-based games.

Senior Game Developer & Lead

Techstirr | Nov 2021 – Apr 2022

- Managed a team of developers, conducted code reviews, and enforced best practices.
- Improved game performance by 25% through profiling and optimization.

Senior Game Developer

Innovative Network | Jul 2021 – Nov 2021

Senior Game Developer

Appicoder | Mar 2021 – Jun 2021

Game Developer

Digitonics | Jul 2019 – Feb 2021

- Designed and implemented gameplay features, AI systems, and UI for multiple mobile titles.

Web & Game Developer

J-Axis | Jan 2017 – Jun 2019

KEY PROJECTS

Clown Town – Multiplayer Brawl-style Game
- Built using Mirror (multiplayer) and Nakama (matchmaking).
- Designed a Factory Pattern for 10 departments (coins, player movement, weapons) impacting overall gameplay.
- Implemented ScriptableObject Architecture (SOAP) for states (players, weapons, departments).

Spades With Friends – Multiplayer Card Game
- Developed 2v2 multiplayer modes, chat system, and party system.
- Implemented multiple rule sets including Blind Nil, Big/Little Joker and etc.

Pocket Shop – Garage Simulation with Racing
- Built drift and drag racing modes with integrated story.
- Used Nakama for auto bidding and real-time race room matchmaking.

DubbGames – Complete Web App with Multiplayer & Casino Games
- Developed a complete web app containing 5 games: Blackjack, Baccarat, PrizePool, DigitDream, and Slot Machine.
- Implemented multiplayer for Blackjack (4-player tables with dealer) and Baccarat (4-player tables with banker) using Nakama.
- Built PrizePool and DigitDream using Node.js backend APIs.
- Developed Slot Machine with paylines, reward rules, and probability-based outcomes.
- Created a bridge between Unity and React for seamless integration of frontend and gameplay logic.

Alive AR – Augmented Reality Multiplayer Shooter
- Developed a 5v5 AR multiplayer game using Unity, Photon, ARCore/ARKit.
- Integrated PlayFab backend for persistence and player data.
- Added multiple game modes (Deathmatch, Capture the Flag, Team Deathmatch) and an in-game shop.

EDUCATION
- BS Computer Science – PAF Karachi Institute of Engineering and Technology
- Graphic Design Certification – Arena Multimedia
- Intermediate (Pre-Engineering) – 2011
- Matriculation (Computer Science) – 2009