JAHEER HUSSEIN S

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Sr.UNITY GAME DEVELOPER

SUMMARY

Skilled in multiple gaming platforms, systems and technology, and collaborating with top-level management and cross-functional teams to enhance the gaming experience and deliver compelling business value to clients and users.

KEY SKILLS

❖ **Tools**: Unity 3D, Adobe Animate, Visual Studio, Git, JIRA
❖ **Script:**Unity C#, ActionScript
❖ **API Integration**: Photon Multiplayer, Firebase, Ads, IAP.
❖ **Other**: Zenject, UI Animation, Game Architecture, Puzzle Design

PROFESSIONAL EXPERIENCE

Techved Consulting Pvt Ltd -Mumbai(Remote)
Sr.Frontend Developer – 31stOct'24-2ndJun'25
Projects:

ITC Classmate-Android   / Unity C#
Description: Learning App through several games, improving skills and track through report.

Roles & Responsibility:
- ❖ Integrated multiple games into a unified app using **Zenject** for dependency injection.
- ❖ Improved app architecture for code scalability and modularity.
- ❖ Implemented monetization features including rewarded ads and in-app purchases.

Creative Monkey Games & Technology -Chennai Location
Game Developer – Jul'2022-Apr'2024

Projects:

Meta Cricket League-Android   / iOS/ Unity C#
Description: MCL is a NFT based cricket game, where users can play both tradable feature.

Roles & Responsibility:

- ❖ Designed and implemented a comprehensive UI system, including menus, scoreboards, and player profiles.

- ❖ Managed the card system for player stats, skills, and attributes, and developed leaderboard logic with real-time updates.
- ❖ Integrated 3D player models with realistic animations and multiple batting techniques to enhance gameplay.
- ❖ Collaborated on camera adjustments to create dynamic and engaging broadcast views.

Cricket Gangsta - Android / iOS/Unity C#

Description: Cricket Gangsta is a street based multiplayer cricket game, which is a trending game.

Roles & Responsibility:

- ❖ Integrated Admob, IAP, Firebase, and analytics, and designed a seamless UI system from scratch.
- ❖ Developed UI animations and frontend logic for core gameplay features like daily rewards and missions.
- ❖ Implemented backend logic for reward synchronization across devices and optimized code for performance.
- ❖ Led iOS project conversion, handled Xcode configurations, and ensured app compatibility and deployment.

HFG Entertainments Pvt Ltd - Thiruporur
Senior Developer- Feb'19 to Mar'22

Projects:
- ❖ **Enchanting Tales - Android & iOS/C#**
- ❖ **Parallel Room - Android & iOS/C#**
- ❖ **Secret Mission - Android & iOS/C#**

Project Responsibilities- Release Management:

- ❖ Set up game logic using Unity Engine and Animate CC, collaborating with designers and QA to enhance performance, privacy, and security.
- ❖ Integrated in-app purchases, Firebase analytics, and Play Games features.
- ❖ Developed over 50 puzzles, including tile swapping, ball rotation, and matching games.
- ❖ Published and managed game updates on the Play Store and App Store, ensuring compatibility and feature integration.
- ❖ Continuously learned new skills and implemented strategies to improve performance and productivity.

Team Lead-Quality Analyst- from Nov'2018 to Feb'2019.

Responsibilities:
- ❖ Monitoring in-game metrics, identifying performance bottlenecks, and ensuring the smooth functioning of games across multiple platforms.

- ❖ Overseeing performance testing, bug tracking, and reporting for game development projects to ensure optimal user experience and game stability.
- ❖ Streamlining processes, improving team efficiency, and ensuring deadlines were met for quality assurance deliverables.

ENA Game Studio - Chennai
Quality Analyst- Aug'2015 to Nov'2018

Responsibilities- Team Lead:

- ❖ Maintain good communications and productive collaboration with several teams like, developers and project managers.
- ❖ Identify and execute testing for complex and interconnected functionality.
- ❖ Validate new content, features and fixes from the development team for both quality and functionality before those changes are submitted to the game.
- ❖ Write, maintain and execute test cases as necessary.
- ❖ Write clear reports on findings and communicate status to the developer team.
- ❖ Familiarity with the basic functions of tools and software such as Office Suits (Dropbox, Microsoft Word, Excel).

Education:

- ❖ Bachelor of Engineering (B.E): Specialized in Computer Science Department from Karpaga vinayaga college of Engineering, Chennai- **2015**.
- ❖ HSC from Jawahar Higher Secondary School, Neyveli – **2011**.
- ❖ SSLC from Fatima Matriculation School, Vriddhachalam – **2009**.

Declaration:I hereby declare that the above written particulars are true to the best of my knowledge and belief.

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