

JAHEER HUSSEIN S

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[Portfolio](#)

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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#, AR, VR
- ❖ **API Integration:** Photon Multiplayer, Firebase, Ads, IAP.
- ❖ **Other:** Scrum, Zenject, UI Animation, Game Architecture, NFT, 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

[Senior 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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