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(LinkedIn)
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Top Skills

C#
Multiplayer Games
Software Design Patterns

Hadid Ali

Lead Game Programmer | Unity3D, C#, SOLID Principles | Game Programmer | | Nintendo Switch Authorized | Develops Games for Mobile, PC, Steam, Nintendo Switch, WebGL
Lahore, Punjab, Pakistan

Summary

Senior Game Developer | AI Enthusiast | Team Leader

With 7+ years of experience in Unity3D and C#, I specialize in game programming, scalable architectures, and performance optimization. I've worked across mobile, PC, and multiplayer game development, building long-lasting, maintainable, high-performance codebases.

Core Expertise
Game Architecture & Scalability – Built frameworks powering successful games for years.
Game Optimization & Performance – Ensured smooth gameplay, even on low-tier devices.
Multiplayer Game Development – Expertise in Photon PUN2, Mirror, and Netcode.
Plugin & SDK Integration – Troubleshooting and optimizing third-party tools.
Code Quality & Best Practices – Established boilerplates and coding guidelines.
Leadership & Team Management – Led teams of 5 to 20 developers, driving technical and strategic decisions.

Professional Experience
Geniteam Solutions – Team Lead & CTO (5+ Years)
Led the development of Scary Teacher, Pakistan's highest-grossing and longest-running mobile game. Designed scalable architectures that still power the game today.

Chief Architect & Lead Gameplay Programmer for Scary Teacher. Built a scalable, maintainable codebase for long-term success. Optimized performance, ensuring smooth gameplay across all devices.

Katana Games – CTO & Delivery Manager
Worked on UNICEF's Daleela, an educational game for children, delivered under a tight deadline. Developed multiplayer games and core development foundations for Katana Games.

Designed boilerplates and coding standards for the team.
Delivered Daleela on time while maintaining high quality.
Worked in Pre-Sales and Project Deliveries.
Worked as Game Programmer and Lead

Revolving Games – Middle Senior Developer
Contributed to Skyborne Legacy, initially developing its playable demo, which led to full-scale production.

Floaty – CTO & Lead Programmer
Currently working on a AA-level casual and idle mobile game, published by BoomBit. Designed a development and art integration pipeline, creating scalable, reusable components.

Established a robust dev pipeline for seamless art-code integration.
Built scalable architectures for future game projects.

Freelance Game Developer (6+ Years)
Worked with PC, mobile, AR/VR, and WebGL projects, helping startups and studios build high-performance, scalable games.

What's Next
Currently exploring AI development, aiming to integrate cutting-edge AI technologies into gaming.

Let's connect and discuss game development, AI, and the future of interactive experiences

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Experience

FLOATY
Lead Game Developer | Lead Programmer | Software Architect
March 2024 - Present (1 year 5 months)
Riyadh, Saudi Arabia

Leading a full scale mobile and PC product at floay my roles involve

-> Working on building detailed and quality Mobile Game Product involving pirates based Gacha Game

-> Plan development sprints with Producer, Game Designers and Technically assess deliverables

-> Regular code and PR Reviews to ensure stable and scalable codebase.

-> Planning feature development with team to ensure development convention and architecture is followed.

-> Actively Programming on Different Components, Features and toolsets for the team

-> Bi-weekly Meetings with Technical mentors and stakeholders to technically explain the project state, technical landscape and upcoming deliverables

-> Art-Tools Development and art delivery pipelines

Katana Games
Lead Game Programmer | Delivery Manager
February 2023 - Present (2 years 6 months)
Lahore District, Punjab, Pakistan

-> Actively reviewing Code and Pull Requests across multiple projects to ensure company's stated architecture is followed across all projects

-> Setup reusable components, Boilerplates and architectures for the development team

-> Client Side Developer (Unity3d, C#, GIT, JIRA) as

Solo-Dev or Lead on singleplayer and multiplayer

games as per requirement.

-> Analyze, break down and plan Requirement

Documents and laying out development plans

with costs and timeline.

-> Setup Project Architectures, Code Reviews and

-> Peer Programming sessions with team.

-> Ensure Client Success being involved in Feature Discussion calls, Delivery calls, Pre-Sales, and Sales

Closing

IP Engineering Pro
Lead Game Developer | Game Dev Consultant | Delivery Manager
June 2023 - February 2024 (9 months)
Lebanon

Domain understanding of pre-existing architecture, de-coupled codebase, fixed game-breaking issues and ensure the project runs on target devices.

Added game features to the project, ensuring a scalable codebase and meeting client deadlines.

Developed Children educational game that helps kids learn important things like child behavior, math, and solving problems.

Implemented user feedback to improve gameplay mechanics and overall player satisfaction.

Setup project pipeline for junior and remote teams.

Revolving Games, Inc.
Senior Game Developer
July 2022 - June 2023 (1 year)
San Francisco, California, United States

Client Side Developer (Unity3d, C#, GIT, JIRA)

Worked on PC based MMO RPG (Unity3D and C#) Skyborne Legacy.

Worked with MVC and Solid principles on the project to keep it clean and fully maintainable

Worked on Debugging Rendering and Performance related issues

Playly Studios
Software Engineer
October 2021 - May 2022 (8 months)
Norway

Worked Remotely as a Software Engineer on a Multiplayer Offroad Game

Worked On Backlog Tasks, that involved multiplayer Photon based Fixes, adding custom components in vehicles, like AWD, Gear shift behaviours, and camera features

Worked on fixing multiplayer syncing bugs, gameplay and control bug

GenITeam Solutions
Senior Game Developer
2017 - 2022 (5 years)
Lahore District, Punjab, Pakistan

-> Worked as Technical Lead and architect on their flagship Scary Teacher Project, designed and implemented their codeless content generation system which is still running well maintained after years of development.

-> Worked as a Lead Multiplayer Client Programmer and Developer to create their first multiplayer product stream and set the development pipeline and production rules.

-> Headed the Technical team to introduce various development pipelines and set rules of development

-> Game Architecture Setup and Boilerplate Maintenance

-> Gameplay Programming.

-> Optimized game performance and projects stability Issues.

-> Legacy Codebase updations, Boilerplate Maintenance (Refactoring and Architecture.

Documentation and Process Setup for Various Tools & Technologies

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Education

Government College University (GCU), Lahore
Bachelor of Science, Computer Science · (2013 - 2017)

Altus College
Associate of Science - AS · (2011 - 2013)