Muhammad Ibrahim
Unity Game Developer

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SUMMARY

I'm a passionate Junior Unity Game Developer with hands-on experience in building both 2D and 3D games using Unity and C#. I love bringing creative ideas to life through interactive gameplay, engaging mechanics, and polished visuals. My goal is to keep growing as a developer, collaborate with other creative minds, and contribute to exciting game projects. I'm always learning, whether it's improving performance, adding VFX, or exploring multiplayer and mobile deployment.

EXPERIENCE

Gameplay Programmer Intern
📅 May 2025 – Aug 2025

Plasma IT Solutions
- Contributed to the development of a commercial mobile puzzle game using Unity and C#
- Collaborated with designers and artists to implement interactive puzzle mechanics and responsive UI
- Developed tools and reusable scripts to streamline level creation and game logic testing
- Gained hands-on experience with source control (GitHub), agile workflows, and debugging practices in a professional setting
- Integrated Unity Services (Ads, IAP), UI systems, and custom editor tools to improve usability and game polish.

Unity Game Developer (Personal Projects)

Self-Initiated Indie Projects
- Designed and developed 2D platformer, 3D Popping and 3D top-down shooter games using Unity (C#).
- Implemented core gameplay systems: player movement, shooting, enemy AI, health systems, collectibles, and level transitions.
- Designed and optimized levels to enhance player experience and engagement.
- Gained hands-on experience with source control, agile workflows, and debugging practices in a professional setting.
- Utilized GitHub for version control.

SKILLS

- Unity 2D/3D
- C#
- Game Programming
- Game Physics
- Animations
- UI Development

EDUCATION

Bachelor in Computer Science
University of Punjab

📅 09/2023 - Present

Intermediate
Askaria College Saddar

📅 2021 - 2023

PROJECTS

Brain Twist – 2D Puzzle Game (Plasma IT)
Unity | C# | Mobile | Intern Role | 2025
- Developed and maintained core puzzle mechanics for a commercial mobile puzzle game in a professional studio environment.
- Worked closely with designers and artists to ensure intuitive level interactions and visual feedback.
- Contributed to in-house tools to speed up puzzle creation and level balancing.
- Utilized Unity's UI system and RectTransform for puzzle layouts and smooth animations.
- Gained experience in project versioning, playtesting, and debugging within a team workflow.

TD Kill Counter – Top-Down Shooter Game
Personal Project | Unity
- Developed TD Kill Counter, a 3D top down shooter game featuring infinite enemy spawning across multiple locations with real time enemy AI.
- Implemented responsive shooting mechanics by Raycasting for both player and enemies using Unity's Input System and Rigidbody physics.
- Integrated health bar UI, score tracking system, and animation states for walking, shooting and death.
- Integrated power-up system allowing players to heal, enhancing gameplay strategy and survivability.

Crate Pop – 3D Casual Clicker Game
Personal Project | Unity
- Created a click-based game in Unity where players destroy crates while avoiding bombs.
- Implemented interactive object mechanics using C#, enabling smooth destruction of boxes and bomb detection.
- Implemented game logic, VFX, and UI animations to enhance feedback and pacing.
- Balanced gameplay and improved user retention with increasing difficulty curves.

Reftile – 2D Platformer
IGU Summer 2024 Game Jam | Itch.io
- Designed and built a complete game from scratch during a limited time-frame based on the theme of reflection.
- Designed and implemented core mechanics utilizing mirror-based reflections, scripting player movement, jumping, and physics interactions using C#.
- Managed entire production pipeline: concept, level design, programming, and post-jam polish.

Languages

- English
- Urdu