

Muhammad Muneeb

Senior Game Engineer | Unity & Backend Specialist

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Portfolio: <https://muneeb063/github.io/>

Summary

Senior Game Engineer with 5+ years of experience designing, developing, and optimizing AAA and indie games in Unity3D. Proven expertise in multiplayer systems, backend integrations, AR/VR development, and performance optimization. Skilled at leading teams, architecting scalable game systems, and delivering cross-platform titles on mobile, PC, and WebGL. Passionate about pushing technical boundaries and creating immersive player experiences.

Professional Experience

Senior Game Engineer – Khaleef Technologies – Tapfire Studio, Lahore, Pakistan

Apr 2025 – Present

- Leading development of simulation and arcade games using Unity3D with Photon Fusion and URP/HDRP rendering pipelines.
- Architecting scalable multiplayer networking solutions with custom matchmaking and lag compensation systems.
- Integrating PlayFab backend for player data persistence, leaderboards, and in-game economy.
- Collaborating with design teams to streamline level creation through custom Unity Editor tools, reducing development time by 40%.
- Mentoring junior developers in best coding practices, performance profiling, and design patterns (SOLID, MVC).

Senior Game Engineer – Big Immersive, Lahore, Pakistan

Jun 2023 – Mar 2025

- Designed core gameplay architecture and mentored a cross-functional dev team for multiple Unity projects.
- Developed custom Unity Editor scripting tools enabling designers to create levels 5x faster.
- Integrated RESTful APIs for real-time save/load using JSON.

- Performed CPU/GPU/memory profiling with Unity Profiler, reducing frame render times by up to 30%.
- Coordinated production schedules via Trello, Jira, and Linear to ensure on-time delivery.

Game Engineer – Tkxel, Lahore, Pakistan

Jan 2021 – Jun 2023

- Contributed to AAA game mechanics development and UI/UX integration in Unity.
- Modernized legacy Unity projects for compatibility with latest engine versions.
- Implemented draw call reduction, texture compression, and batching for performance optimization.

Game Engineer – CrossHair Technology, Lahore, Pakistan

May 2020 – Dec 2020

- Built Android games supporting multiple resolutions and device profiles.
- Integrated in-app purchase systems and analytics tracking.

Junior Game Engineer – Clustox, Lahore, Pakistan

Oct 2017 – Apr 2020

- Researched and implemented physics systems and texture streaming to improve performance.
- Developed progression systems, power-ups, and monetization mechanics.

Selected Projects

Gamers Lounge – Unity3D, Multiplayer, Cloud Firestore, Metaverse

Developed multiplayer social spaces with chat, voice, and asset marketplace integration.

Link: <https://dashboard.virtua.com/>

Nitro League – Unity3D, Photon, Node.js

Built multiplayer racing mechanics integrated with an NFT-based economy.

Link: <https://nitroleague.com>

SWAGR – Unity3D, LightShip AR

Developed location-based AR reward system.

Link: <https://play.google.com/store/apps/details?id=com.gotswagr.swagr>

Reality Fence – Unity3D, AR Foundation

Created AR-based fencing visualization system for real-world deployment.

Link: <https://apps.apple.com/pk/app/realityfence/id6453638654>

Dragon Zoom – Unity3D

Designed Asian-culture-inspired platformer with collectible progression.

Link: <https://play.google.com/store/apps/details?id=com.chinnlegacyllc.babydragon>

Technical Skills

- Languages: C#, JavaScript, TypeScript, Node.js, JSON
- Game Development: Unity3D, Photon Fusion, Netcode for GameObjects, URP/HDRP, AR Foundation, XR Interaction Toolkit
- Backend & Tools: PlayFab, Firebase, AWS, Git, GitHub CI, Profiling Tools
- Platforms: Android, iOS, macOS, WebGL, PC

Education

PU – University of the Punjab, Lahore, Pakistan

Bachelor in Business and Information Technology (Aug 2013 – Aug 2017)