



Museeb Ahmad

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● ABOUT MYSELF

Innovative game developer with over 4 years of experience in hyper-casual, simulation, shooting, and betting games. Proficient in 2D/3D animation, C#, JavaScript, and JSON. Proven leader in guiding intern programs and delivering dynamic, high-quality game projects. Seeking to apply my creative expertise and technical skills to drive cutting-edge game development.

● WORK EXPERIENCE

01/03/2021 – 28/02/2022 Lahore, Pakistan

UNITY DEVELOPER GAME ENTITY

Hyper-Casual Game Development

- Developed engaging hyper-casual games for mobile platforms
- Designed game mechanics, levels, and UI for seamless gameplay
- Optimized performance for smooth gameplay and low latency

Hybrid Casual Game Development

- Created hybrid casual games blending puzzle, strategy, and simulation genres
- Implemented features like leaderboards, achievements, and social sharing
- Collaborated with designers and artists on cohesive visual identity

Simulation Game Development

- Developed complex simulation games simulating real-world scenarios
- Integrated physics engines, animation systems, and AI behaviors
- Ensured accurate representation of real-world environments

Shooting Game Development

- Created fast-paced shooting games for mobile platforms
- Designed game mechanics, levels, and UI for thrilling gameplay
- Optimized performance for smooth gameplay and low latency

01/03/2022 – 28/02/2023 Lahore, Pakistan

UNITY DEVELOPER AQUA GAME

Hyper-Casual Game Development

- Developed engaging and addictive hyper-casual games for mobile platforms, utilizing Unity and C# programming language.
- Designed and implemented game mechanics, levels, and user interfaces to create a seamless gaming experience.
- Worked on optimizing game performance, ensuring smooth gameplay and low latency.

Hybrid Casual Game Development

- Created hybrid casual games that blended elements of puzzle, strategy, and simulation genres, using Unity and C# programming language.
- Designed and implemented game mechanics, levels, and user interfaces to create an engaging and challenging experience for players.

Simulation Game Development

- Designed and implemented game mechanics, levels, and user interfaces to create a realistic and immersive experience for players.
- Worked on integrating various features, such as physics engines, animation systems, and AI behaviors, to create a realistic and dynamic environment.

Shooting Game Development

- Designed and implemented game mechanics, levels, and user interfaces to create a thrilling and challenging experience for players.
- Worked on optimizing game performance, ensuring smooth gameplay and low latency.

01/03/2023 – – 30/09/2024 Lahore, Pakistan

SR. UNITY DEVELOPER MOBASO GAME STUDIO

World Winner

- Designed and developed features for an online tournament platform
- Collaborated with designers and artists on cohesive visual identity

Senet

- Built and maintained complex game logic, AI behaviors, and physics engines
- Ensured accurate representation of real-world environments and gameplay mechanics

G04

- Developed and optimized performance-critical features for online gaming platform
- Improved overall user experience through efficient coding and optimization techniques

Leadership Role

- Led Internship Program as Senior Developer, mentoring and guiding junior developers
- Provided technical guidance and support to team members on project-specific tasks
- Helped shape company culture by promoting collaboration, communication, and continuous learning

01/10//2024 – Lahore, Pakistan

TEAM LEAD UNITY DEVELOPER PHANTOMHUB GAME STUDIO

Leadership & Management

- Leading a team of Unity developers to deliver high-quality mobile games, including hyper-casual, simulation, and multiplayer
- Managing task distribution, code reviews, and development cycles using Agile methodologies.
- Conducting regular mentoring sessions and performance reviews for junior developers and interns.

Game Development

- Oversaw the development and optimization of multiple projects across genres with a focus on saleable architecture and clean
- Integrated advanced gameplay mechanics, asset bundles, monetization (Ad Mob,App Lovin, Unity Ads), and analytic tools (Firebase,
- Worked closely with UI/UX designers, artists, and testers to refine player experience and maintain design consistency.

Notable Projects

- "Battle Drift" – A competitive real-time multiplayer racing game with in-app purchases and real-time leader board.
- "Puzzle Chef" – A hybrid casual cooking game combining time management and match-3 mechanics, featured on Google PI
- In-house Tools – Built editor tools for level design, player behavior analytic s, and automated testing within Unity.

● EDUCATION AND TRAINING

11/06/2016 – 16/08/2020 Lahore, Pakistan

BACHELOR'S OF SOFTWARE ENGINEERING Superior University, Lahore

Website <https://www.superior.edu.pk/> | Level in EQF EQF level 6

● LANGUAGE SKILLS

Mother tongue(s): URDU

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	B2	B2	C2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

● **DIGITAL SKILLS**

Social Media | C++ | C# | PHP | Java | Git | SQL | HTML | Java-script| MySQL | JSON | Unity(Basics) | Unity
Real-Time Development Platform | 2D ,3D Unity | c# with unity3d | Unity 3D engine | 2D/3D Animation | Visual
effects creation | 3D texture mapping | Hyper Casual | Simulation gamer | Shooting game | Betting game |
TEAM LEADERSHIP| Crypto Games | Wallet Crypto