

# Sohaib Tanveer

GAME DEVELOPER

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## ABOUT ME

Passionate Unity Game Developer with 3+ years of experience crafting immersive experiences across simulations, AR streaming, multiplayer games, and Metaverse platforms. Expertise in real-time networking, physics-based simulations, and performance optimization for mobile, PC, and VR. Proven ability to deliver innovative and engaging virtual worlds, with a focus on problem-solving and continuous learning.

## EXPERIENCE

### Game Developer

May 2023 – Present

Lahore, Punjab, Pakistan

#### NOBORDER.z INNOVATIONS

- Developed key features for XANA Metaverse, including dynamic NFT museums of 40+ clients and custom chat systems using APIs and Sockets.
- Enhanced character controllers by 30%, animation systems, custom chat, user rewards and environment post loading.
- Resolved numerous bugs related to PUN2, UI, character customization, user feeds, and profiles, ensuring a stable and engaging user experience.
- Contributed to the creation of immersive Metaverse environments, including XANA Summit, Tottori Metaverse, and a skating mini-game.
- Contributed a team to convert the Xana mobile app to PC and WebGL.
- Contributed to "VANIRA," a live streaming AR app, implementing virtual character interactions, live streaming, chat, and gifting features.

### Unity 3D Game Developer

Feb 2022 – May 2023

Islamabad, Pakistan

#### Apex logics

- Designed and implemented gameplay sequences, 60+ levels, and 30+ cinematic cutscenes, contributing to enhanced user engagement by 20%.
- Developed complete game projects, including a police car chase game (*Over 1 Million*) and a flight simulation game, from conception to completion.
- Contributed to a truck simulation mode with animal transportation, showcasing diverse game development capabilities.
- Analyzed user engagement and retention data to optimize gameplay and improved overall user experience by 30% using Firebase.

### Junior Game Developer Trainee

Sep 2021 – Dec 2021

Islamabad, Pakistan

#### Game Train

- Learned essential Unity skills, including scene setup, asset integration, and basic scripting.
- Developed an understanding of game logic and object-oriented programming principles in C#.
- Assisted in the development of 3 small-scale game prototypes, contributing to practical skill development.
- Proactively sought opportunities to expand knowledge and contribute to team projects.
- Acquired practical knowledge of game development pipelines and industry best practices.

## TECHNICAL SKILLS

**Languages:** C Sharp, Python, JavaScript, HTML/CSS

**Developer Tools:** Unity, GitHub, XCode, Visual Studio, Rider, Adobe Photo Shop, Blender, Figma, Notion, Slack

**Skills:** Game Programming, Game Design, Optimization, AWS, APIs / sockets, Mobile Game Development, Game Testing, Game AI, AR/VR, Multiplayer, Addressables

## LANGUAGES

- English | Urdu | Hindi | Punjabi

## EDUCATION

### COMSATS University Islamabad

Wah, Punjab, Pakistan

Bachelor of Science in Computer Science

2015 – 2019