Saad Asif

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ABOUT ME

I see every feature as an opportunity to create something impactful, not just a task to complete. I craft immersive game feel with polished interactions and responsive feedback. My scalable architectures follow SOLID principles, ensuring flexibility and maintainability. Using data-driven insights, I refine mechanics, balance gameplay and economy, and optimize retention. Only quality can compete globally—and I'm here for that. Let's build games that hook players instantly and stand out in a crowded market.

WORK EXPERIENCE

🏢 *Game District* – Lahore

City: Lahore

Senior Software Engineer

[04/2025 – Current]

Contributing as a senior engineer at one of the largest gaming companies in Pakistan with global presence.
Driving **process improvements** including scalable architectures, Git workflows, and LiveOps integrations.
Collaborating with international teams to align on company-wide visions and delivery roadmaps.
Developing and unlocking the Puzzle genre in Pakistan and expanding In-App strategies to maximize revenue and engagement.

🏢 *Hazel Mobile* – Lahore, Pakistan

City: Lahore | **Country:** Pakistan

Unity Game Developer

[19/05/2023 – 04/2025]

Developed 2D puzzle, action, and strategy games for Android, collaborating with skilled teams to deliver high-quality games with engaging player experiences.
Managed tasks and tracked progress using Asana, fostering effective project management and team communication.
Designed scalable game systems using SOLID design principles and OOP methodologies, ensuring maintainable and adaptable architectures.
Implemented state machine-based game architecture with ScriptableObjects, enabling smooth transitions between game states and efficient management of updates.
Focused on Game Feel by applying animation principles, including squash and stretch, anticipation, and follow-through, along with responsive particles, dynamic effects, sound feedback, haptics, and shaders, ensuring every action feels impactful and immersive.
Created testable and configurable code using ScriptableObjects, Excel files, and SRDebugger, empowering game designers to make seamless adjustments without modifying the code.
Enhanced performance through optimization techniques, delivering smoother gameplay and increasing user satisfaction.
Contributed to engaging mechanics, ensuring captivating and rewarding user experiences.
Utilized Git for version control, collaborating seamlessly with developers and designers. Resolved merge conflicts, conducted peer code reviews, and maintained clean, organized codebases to ensure efficient teamwork and high-quality deliverables.

Collaborated with prominent publishers, including Voodoo and Lion Studios, to create high-quality prototypes and live games tailored to their requirements.
Integrated various SDKs, including Firebase, AppLovin, AdMob, and mediation platforms, optimizing ad monetization and enhancing game functionality.
Exploring LiveOps strategies, with plans to integrate real-time updates, in-game events, and data-driven optimizations to improve user retention and engagement. Continuously deepening knowledge of data analytics to craft long-term strategies and compelling user experiences.
Leveraging AI tools to enhance productivity and streamline workflows, while continuously learning to unlock its full potential for optimizing processes and saving development time.

🏢 *Invogue Technologies* – Lahore, Pakistan

City: Lahore | **Country:** Pakistan

Unity Game Developer

[04/2021 – 03/2023]

Developed 3D hyper-casual game prototypes for Android and iOS, collaborating closely with artists and designers to create visually stunning and high-quality results.
Designed and implemented innovative game mechanics by leveraging OOP principles and algorithmic solutions, ensuring optimal performance and fluid gameplay experiences.
Created immersive in-game cutscenes using Unity Timeline, enriching storytelling and enhancing player engagement with polished visual narratives.
Optimized game performance through efficient coding practices, significantly reducing load times and improving frame rates for seamless gameplay across a wide range of devices.
Consistently delivered projects within tight deadlines, meeting or exceeding expectations and ensuring timely releases without compromising quality.
Boosted frame rates from 15-20 to 70-75 FPS of already existing toilet game by optimizing textures, using GPU instancing, and implementing object pooling. Fixed 90% of crashes by dynamically loading only current level assets via Unity's Resources folder and unloading unused resources. Optimized scripts by caching references, reducing Update() calls, and using coroutines for smoother gameplay.

EDUCATION AND TRAINING

Bachelor's of Computer Science
University of Central Punjab [2016 – 2020]

City: Lahore | **Country:** Pakistan | **Website:** https://ucp.edu.pk/ | **Level in EQF:** EQF level 6

SKILLS

Git / Gameplay Engineering / Unity 2D / Unity 3D / C# / Optimization / Game Designing / Unity Editor / Game Feel / OOP / Game Architecture / Solid Principles / Data Structures / C++ / Algorithms / C / Dependency Injection

PROJECTS

Maze Fill 3D
Maze Fill is a classic puzzle game where you have to fill mazes in limited moves. It features a designer-friendly Level Editor, **pathfinding algorithms** like A* and BFS, beautiful wooden art style, and fully optimized runtime level generation using text files (0s and 1s) to dynamically combine meshes, bake textures, and configure the camera. Includes hints, timebombs, teleports, clones, surges, leaderboards, and LiveOps for continuous updates.

Link: https://play.google.com/store/apps/details?id=com.gdm.mazefill

BackPack Fight
It is an action-packed game where diverse players, each with unique abilities, battle formidable enemies using powerful weapons, potions, and upgrades. Strategically unleash energy-based skills in real time, adapting to enemy

strength while enhancing your character. With stunning visual effects, dynamic combat, and a deep progression system, every fight feels thrilling and immersive. Get ready for an intense adventure—coming soon!

Link: https://www.youtube.com/watch?v=Gf7z6cKHGC8&list=PLAA4EyverftJtc-KIdogG2S_MdO789D2D

Connect Sort
Connect Sort is an engaging 248 innite game where you merge matching numbers to reach targets. Use exciting boosters like a hammer, swap, and magnet to enhance gameplay. With diverse tiles, stunning eects, and vibrant visuals, Connect Sort oers endless fun and challenges(Temporarily removed from the store but will be live again soon).

Link: https://youtube.com/shorts/2CpA4RvcCeU

Nuts and Bolts
Nuts and Bolts is a captivating puzzle game where players solve challenges by tting nuts and bolts together. The game oers a variety of intricate puzzles that test your problem-solving skills. With its engaging mechanics and satisfying interactions, Nuts and Bolts provides a fun and rewarding puzzle experience.

Link: https://play.google.com/store/apps/details?id=com.wood.nuts.bolts.screw.puzzle&hl=en

Dot Connect
DotConnect challenges you to connect dots of the same color by nding the right paths. Use boosters like hints or level skips to overcome tough puzzles. With engaging eects and fun, challenging gameplay, DotConnect oers a delightful puzzle experience.

Link: https://play.google.com/store/apps/details?id=connect.dots.knot.pipeart.line.color.games&hl=en&gl=US

Hammer 3D FPS
Hammer FPS lets you wield a powerful hammer, akin to Thor's, to battle various enemies. Use your hammer's unique abilities to deliver satisfying kills and face challenging foes. With engaging combat and thrilling eects, this game oers an action-packed experience full of excitement and challenge.

Link: https://youtube.com/shorts/djH3eR6klpo

Fish Wave
Fish Wave is an enchanting water puzzle game where players dive into a serene underwater world. Your mission is to skillfully navigate through the waves, collecting adorable mini shes while avoiding dangerous hurdles like sharks. With each level, the challenge intensies, oering a delightful blend of strategy and excitement in a beautifully crafted aquatic environment.

Link: https://youtube.com/shorts/5yOzYNawN5g