

Saif ur Rehman

Gameplay / Unity Game Programmer

Lahore, Pakistan | +92 308 6057398 | saifurrehman539eb@gmail.com

LinkedIn: www.linkedin.com/in/saifurrehman539

Professional Summary

Gameplay Programmer specializing in real-time gameplay mechanics, systems architecture, and scalable gameplay features for mobile and cross-platform games. Experienced with Design Patterns (MVC, SOLID), Scriptable Objects, Addressables, CDN workflows, Firebase services, Leaderboards/Live Ops, and Memory Optimization. Skilled in AI behaviors, physics interactions, reusable systems, debugging tools, unit testing, and optimization using Unity Profiler. Contributed to titles exceeding 5M+ downloads with measurable performance gains (15–30% CPU/GPU improvements).

Core Skills

- Gameplay Programming (C# / Unity Engine)
- Design Patterns (MVC, SOLID) • Scriptable Objects
- Addressable • CDN • Firebase • Live Ops / Leaderboards
- Memory Optimization • Profiling & Optimization (CPU/GPU/Memory)
- Gameplay Systems Architecture, State Machines, Event Systems
- AI Pathfinding, Physics-based Interactions, Custom Tools
- Shader Graph Feedback • Particle Systems
- Debugging Tools • Unit Testing • Unity Profiler
- Git Version Control, GitHub • Visual Studio • VS Code
- Cross-team Collaboration (Design, Art, QA)

Professional Experience

Gameplay Programmer — Game District

July 2025 – Present | Lahore, Pakistan

- Implemented advanced gameplay systems for puzzle and simulation games using Unity and C#.
- Integrated Scriptable Objects, MVC/SOLID patterns, Addressable Assets, and Firebase services.
- Integrated Firebase, leaderboard, and live ops features.
- Collaborated with designers to refine game feel, boosting player engagement.

Unity Gameplay Developer — Mindbotix Studio
Aug 2021 – June 2025 | Lahore, Pakistan

- Built gameplay systems for simulation, open-world, ASMR, and action-based games.
- Developed AI navigation, vehicle controllers, character systems, and dynamic environments.
- Designed gameplay flow, physics interactions, level logic, and challenge systems.
- Reduced frame spikes by 28% through deep profiling and memory optimization.
- Contributed to games achieving 5M+ downloads globally.
- Ensured smooth asset and system integration with designers and artists.

Education

MS Computer Science — Riphah International University (2022 – 2025)
BS Computer Science — PMAS Arid Agriculture University (2017 – 2021)

Awards & Achievements

- Star Performer Of The Year — 2023
- Hard Work & Dedication Award — 2023
- Rising Star Award — 2022
- Promising Newcomer Award — 2021

Languages

English • Urdu • Punjabi

Interests

Mobile Gaming • New Game Mechanics