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(Personal)

Top Skills

Software Development

Git

Java

Saqlain Haider

Unity Game Developer
Lahore, Punjab, Pakistan

Summary

I am Saqlain Haider, a Unity Developer from Pakistan with hands-on experience of more than 3 years working on game development with Unity and C#. My passion for interactivity and performance has been the driving force behind my game development journey — from working on different self-initiated projects to diving deep into graphics programming and low-level rendering APIs such as OpenGL and DirectX.

I'm particularly interested in real-time graphics, performance tuning, and pushing the limits of interactive media. From tweaking gameplay responsiveness to understanding the subtleties of rendering pipelines, I'm constantly excited to learn and push what's possible with game tech.

Aside from development, my interest lies in fitness and gym, and also in literature, history, geography, science & technology, and philosophy — all which influence my thinking and creativity in special ways.

Let's get in touch and create something amazing!

Experience

Self Employed

Indie Game Development

October 2021 - Present (3 years 7 months)

Lahore, Punjab, Pakistan

Developed multiple games which include:

- 1) Farm Dog Bingo
 - 2) Park It Up
 - 3) Colour Switcher
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Education

COMSATS University Islamabad

Bachelor's degree, Computer Software Engineering · (2024 - 2028)

Lahore Grammar School

A Levels · (2022 - 2023)

Lahore Grammar School

O Levels · (2020 - 2021)