

# Shayaan Iqbal

Extremely efficient Unity Developer and game designer with extensive experience of 3.5 years in gaming industry. I am seeking a position in which my creative skills programming, game project management and Industry knowledge can be used as an asset to the company.

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## EXPERIENCE

### *Sr. Software Engineer- Unity Developer (C#) — GenITeam Solutions, Lahore*

Jan 2024 – Present

Working currently as gameplay programmer & Multiplayer Programmer. My main roles are:

- ❖ Team management and planning about product release and development.Training of new resources
- ❖ Game economy design
- ❖ Multiplayer development and Chara

### *Software Engineer- Unity Developer (C#) — GenITeam Solutions, Lahore*

June 2022 – Dec 2023

Working currently as gameplay programmer. My main roles are

- ❖ Providing feasible and optimized code structures for the game projects
- ❖ Project planning & Design Discussion with Game Designers
- ❖ Game economy design
- ❖ Character controllers with any modifications
- ❖ Game performance optimizations and direction to art team for optimized assets
- ❖ Editor scripting
- ❖ Characters AI Implementations
- ❖ Documentation and process setup for new tools and technologies in unity
- ❖ R & D about new tools implementation
- ❖ Technical support and collaboration with team for any project related issues
- ❖ Troubleshooting

### *Associate Software Engineer- Unity Developer (C#) — GenITeam Solutions, Lahore*

July 2021 - June 2022

Worked as a Gameplay programmer with Unity. My main roles were to.

- ❖ Worked on Action Third person, First person & Simulation games

## SKILLS

- ❖ Gameflow Design
- ❖ Storyboarding & Plot
- ❖ Game Mechanics
- ❖ Level Design
- ❖ C#
- ❖ C++
- ❖ OOP
- ❖ Unity 3D
- ❖ Asset Bundles
- ❖ Addressable Assets
- ❖ Game Programming Patterns
- ❖ SOLID Principles
- ❖ Unity Editor Scripting for Feasibility
- ❖ AI For Games
- ❖ Character Controllers
- ❖ Vector Math for Game Development
- ❖ Unity Physics Engine for Game Development
- ❖ Unity Animation System/State Machine Behaviors
- ❖ Character IK Programming
- ❖ Particles System Modules with Scripting
- ❖ Memory Management & Optimization /Profiler
- ❖ Unity Lightning Techniques for Optimized Lightning Implementation
- ❖ Leaderboards / Login Authentication Firebase
- ❖ Friends System in Online Games

- ❖ Creating Character Controllers
- ❖ AI of different Types for enemy
- ❖ Base project Development of different Categories
- ❖ Implementing game design principles for good user Experience.
- ❖ Scalable and optimized project structure setup
- ❖ IK Programming and management for characters
- ❖ Creating Combat systems for Games
- ❖ Physics system for complex controllers
- ❖ Animations management along with character in game
- ❖ Cut Scene Creation and VFX & SFX Implementation with Sequencing window
- ❖ Performance Analysis with profiler and implementing feasible solutions
- ❖ Ads and in App implementations

- ❖ Git
- ❖ Mobile Games Android/iOS
- ❖ Game Cloud Data Management for online Games
- ❖ Game Design
- ❖ Level Design Economy Design
- ❖ Team Management
- ❖ Project Planning
- ❖ Project Management
- ❖ Economy Design
- ❖ Multi-Platform Builds (Android, IOS, Amazon, Huawei)
- ❖ Project Management
- ❖ New Tools and Technology Implementations
- ❖ Photoshop

### *Unity Developer (C#)*— **Mach Square Games, Lahore**

Feb 2021 - July 2021

Started my full-time game developer job in industry as a Unity Programmer.

My main roles were to.

- ❖ To create Games for Mobile Android and IOS
- ❖ Working on Simulation, Action, Racing, 2D Games
- ❖ Code Architecture and refactoring
- ❖ My roles were to resolve release problems and bugs

## EDUCATION

**Information Technology University, Lahore**— *BS Computer Science*

September 2017 - June 2021

**Punjab Group of Colleges, Okara** — *Intermediate*

Year 2017

**Falcon Public School, Okara**— *Matric*

Year 2015

## LANGUAGES

Urdu

English

## PROJECTS

Some of my main projects are mentioned below:

**Play Time Adventure:**

<https://play.google.com/store/apps/details?id=com.zatg.scaryteacher.campescape&hl=en&gl=US&pli=1>

**Hide and prank:**

<https://play.google.com/store/apps/details?id=com.zatg.catchme.pranks>

**Cat simulator:**

<https://play.google.com/store/apps/details?id=com.genigames.straycat.survival&hl=en>

**Baby in diaper:**

<https://play.google.com/store/apps/details?id=com.gtl.littlebigimposter>

**Tiny toon guys:**

<https://play.google.com/store/apps/details?id=com.genigames.tiny.toons.guys>

**Meme shooter:**

<https://play.google.com/store/apps/details?id=com.sniper.shooting.fps.battle>

**Cheat and run:**

<https://play.google.com/store/apps/details?id=com.zakg.scaryteacher.cheat.games>

**Scary Robber:**

<https://play.google.com/store/apps/details?id=com.zatg.scaryrobber.boylife>

**Nick and Tani:**

<https://play.google.com/store/apps/details?id=com.zatg.nick.tani.lovepuzzle>