

# SAFI ULLAH WARRAICH

Lahore, Pakistan

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## PROFESSIONAL SUMMARY

Experienced Senior Game Developer with 7+ years in Unity, gameplay programming, AR development, multiplayer systems, and mobile game optimization. Skilled in creating polished, scalable, and high performance games while leading engineering teams, training juniors, and collaborating across departments. Passionate about interactive entertainment, system architecture, and designing immersive player experiences.

## SKILLS

- Unity Game Development (2D, 3D, Mobile, AR)
- C#, Python, Data Science
- Mobile Development (Android/iOS)
- Multiplayer Systems (Photon, Networking)
- ARCore, Vuforia, Wikitude
- Ad Networks (AdMob, Unity Ads, Firebase, AppLovin)
- Memory Profiling, Optimization, Debugging
- Software Architecture, Code Quality
- Strong Interpersonal & Communication Skills
- Team Leadership, Mentoring, R&D;

## WORK HISTORY

### Hazel Mobile – Senior Software Engineer

Lahore, Pakistan — 06/2022 - Present

- ANRs & Memory Profiling
- Lead developer & subject matter expert for Unity projects
- Mentored junior developers and improved workflow efficiency
- R&D; on Ad Networks (AdMob, Firebase, etc.)
- Delivered high-quality gameplay systems for Crazy Car Driving
- Responsibilities: Game Development, Game Design, Code Architecture

### Shikra Technologies – Senior Developer

Lahore, Pakistan — 08/2020 - 05/2022

- Worked on encryption/decryption (C++) and data security
- Collaborated with engineers to resolve software & hardware issues

## **FOG Technologies – Senior Developer**

Lahore, Pakistan — 08/2019 - 07/2020

- Developed first multiplayer CO-OP prototype with Photon
- R&D; on new game development techniques & Ad networks
- Created simulation and action games
- Built AR horror experience using ARCore

## **VVRLabs – Senior AR Developer**

Thailand (Remote) — 05/2019 - 09/2019

- Built AR apps using Unity
- Developed image and scene recognition apps using Wikitude
- Utilized Firebase, ARCore, Vuforia

## **ICAW – Senior Unity Developer**

Lahore, Pakistan — 06/2014 - 06/2019

- Worked on 2D games (casual, hyper-casual, puzzle)
- Integrated Ad networks (AdMob, Unity Ads, AppLovin)
- Trained new developers & prototyped new game ideas

# **PROJECTS**

## **Fashion Store Simulator**

A management-based mobile game where players run and grow their own virtual fashion boutique. Players interact with different types of customers, restock inventory, and strategically upgrade their store to increase earnings. The game features special VIP customers who come with unique styling requirements, allowing players to dress them according to their preferences for higher rewards. Players can also purchase licenses that unlock new product categories, enabling them to expand their catalog and sell premium items. The progression system encourages smart decision-making, resource management, and creativity in fashion styling.

## **Crazy Car Driving**

An action-packed mobile driving game where players control high-speed vehicles through challenging environments and realistic traffic. The game focuses on precise handling, drifting, and mastering tight turns while avoiding obstacles. Players can unlock and upgrade multiple cars, each offering unique performance attributes. With increasing difficulty levels and dynamic missions, the game delivers an engaging and skill-based driving experience.

## **Bigfoot Hunting (Co Op Multiplayer)**

A thrilling first-person hunting adventure where players explore dense forests, abandoned camps, and mysterious landscapes to track down the legendary Bigfoot. The game offers survival mechanics such as resource management, trapping, and environmental awareness. Players must follow clues, footprints, and sounds to locate the creature while staying alert to unexpected dangers. With suspense-driven gameplay and atmospheric environments, it provides an immersive myth-hunting experience.

## **Ludo**

A modern digital adaptation of the classic board game Ludo, designed with smooth controls and enhanced visuals. Players compete against friends, family, or AI opponents in fast-paced matches.

with strategic decision-making. The game includes multiple themes, token styles, and customization options to enhance user experience. Smart dice mechanics and a polished UI make it enjoyable for both casual and competitive players.

### **Monopoly**

A mobile adaptation of the iconic Monopoly game where players build, trade, and manage property to dominate the board. Supports solo and multiplayer gameplay, featuring multiple board themes and visual enhancements. Strategic decision-making is crucial as players negotiate deals, manage finances, and avoid bankruptcy. Offers a modern, clean interface while staying true to the classic experience.

## **EDUCATION**

Bachelor of Science in Computer Science  
Lahore Garrison University  
Completed: 07/2015

