

Ubaid Ur Rehman

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WORK EXPERIENCE

Senior Unity Developer

Definity Legend [01/05/2023 – Current]

Country: Malaysia

- Collaborating with the team lead for developing a blockchain based sandbox game builder.
- Successfully developed the core mechanics of the builder.
- Responsible for integrating the multiplayer solution into the project ensuring no lag.
- Utilizing google cloud resources, design and structured the backend for the sandbox builder to store and retrieve data.

Unity Game Developer

Aptechmedia [08/2022 – 02/2023]

City: Islamabad

Country: Pakistan

- Collaborated with in-house and virtual team to develop a Roblox look alike builder.
- Optimized operational efficiency and enhanced collaborative workflow by overseeing version control for the in-house team.
- Delivered a turn-based multiplayer game from scratch.
- Engineered a solution using Firebase authentication to retain user data over a custom server via a REST API for a sport game.

Unity Developer

Bartexx Studios [01/12/2021 – 30/06/2022]

City: Lahore

Country: Pakistan

- Designed and delivered a Virtual Reality game prototype with success.
- Created a disaster management simulator using Mixed Reality technology with multiplayer capabilities.
- Launched hyper casual games with success.
- Programmed a prototype for a multiplayer sports game with success.

Unity Developer

Aptechmedia [09/2020 – 11/2021]

City: Peshawar

Country: Pakistan

- Produced playable prototypes efficiently from initial concepts.
- Developed and maintained multiplayer games.
- Proficient in reskinning games with successful outcomes.
- Integrated Facebook and Google SDKs to retrieve user information with success.
- Designed and implemented a REST API call system for storing and retrieving data on a server.
- Skilled in utilizing version control tools.
- Applied effective game optimization techniques.

Game Developer

Google Play Console [06/2019 – Current]

City: Islamabad

Country: Pakistan

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- Developed games successfully on a personal basis.
- Proficient in Unity, as well as in the implementation and mediation of Google ads.
- Managed to create the required assets in 3D quickly while prioritizing optimization techniques.
- Possessing a comprehensive understanding of optimization techniques and its implementation led to a significant increase in the game's FPS.

EDUCATION AND TRAINING

Bachelors Of Computer Science

University Of Peshawar [09/2017 – 09/2021]

City: Peshawar

Country: Pakistan

DIGITAL SKILLS

Unity game / C# / Adobe (Adobe Photoshop, Adobe Illustrator, Adobe / 3D MODELING / Version control / Git (GitHub, Bitbucket) / HTML / JavaScript / SQL / CSS / Template Engine (Jade EJS) / vue.js / Javascript(Nodejs, ExpressJs)