

Ubaid Ur Rehman

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WORK EXPERIENCE

Senior Unity Developer

Definity Legend [01/05/2023 – Current]

Country: Malaysia

- Collaborated with the team lead for developing a blockchain-based sandbox game builder.
- Successfully developed the core mechanics of the builder using Unity3D.
- Implemented software development experience in C# for core mechanics, multiplayer solutions, and backend systems.
- Proactively adapted to existing code and found solutions to technical problems as part of the team.
- Applied industry best practices in game development, including optimization techniques, multiplayer integration, and version control.
- Maintained a proactive, self-directed, and organized approach to delivering playable prototypes, managing multiplayer games, and achieving successful outcomes.

Unity Game Developer

Aptechmedia [08/2022 – 02/2023]

Country: Pakistan

- Collaborated with in-house and virtual teams to develop a Roblox look-alike builder.
- Utilized Unity3D extensively for game development.
- 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 sports game.

Unity Developer

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

Country: Pakistan

- Designed and delivered a Virtual Reality game prototype successfully, showcasing expertise in Unity3D.
- Created a disaster management simulator using Mixed Reality technology with multiplayer capabilities.
- Launched hyper-casual games with success, demonstrating proficiency in diverse game technology areas.
- Programmed a prototype for a multiplayer sports game, showcasing knowledge in core gameplay mechanics and multiplayer features.

Unity Developer

Aptechmedia [09/2020 – 11/2021]

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]

Country: Pakistan

- Developed games successfully on a personal basis.
- Proficient in Unity, as well as in the implementation and mediation of Google ads.
- Managed to model and texture the required assets in Maya 3D.
- Possessing a comprehensive understanding of optimization techniques and their 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)