



MUBASHIR TARIQ

+37127809723



Unity Game Developer

mubashartariq.2000@gmail.com



Rawalpindi Pakistan



SUMMARY

With over three and a half years of experience in game development, I've received positive feedback on my projects featured on the Play Store. Creating enjoyable and engaging gaming experiences is my true passion, and I'm confident that my skills can contribute to your team's success. I'm excited about the opportunity to collaborate, learn, and grow alongside talented developers, working together to deliver memorable games that players will love.

EDUCATION

Matriculation

FG boys High School no 1 Tariqabad
Rawalpindi.

BS Software Engineering

Government college university Faisalabad

Master's in Project Management

University of Latvia

PROFESSIONAL EXPERIENCE

Game Development with Unity Game Engine

05 / 2022 - 12 / 2022

MADinc I Shamsabad Murree Road

01 / 2023 - 04 / 2023

7 Vision Tech I Clock tower bahria town phase 7

05 / 2023 - 10 / 2023

Incignite I Gulberg Green Islamabad

05 / 2023 - 03 / 2024

Ah games studio I bahria town phase 7

04 / 2024 - 12 / 2024

Five river Solutions I bahria town phase 7

PAST PROJECTS

These are some of those Games I made in my career,

- **Bull Fighting Game: Bull Games** <https://play.google.com/store/apps/details?id=com.taycoongames.bullfighter.offline.game&hl=en&gl=US>
Worked on controller, game flow. Worked on size and performance optimization on simulation game.
- **Public Bus: Transport Game 2023** <https://play.google.com/store/apps/details?id=com.incignite.bussimulator.busgames.busdrivinggames>
Worked on RCC controller to make a Bus simulation game, Worked on size and performance optimization.
- **Car Parking 3d: Car Games 2023** <https://play.google.com/store/apps/details?id=com.funrealms.carparking.games.parking.car.game>
Worked on RCC controller, level designing, UI implementation.
- **Monster Truck Games — 3D Stunt** <https://play.google.com/store/apps/details?id=com.funrealms.monster.truck.simulator.game>
Worked on RCC controller, level designing, UI implementation.
- **Sniper 3D • Gun Shooting Games** <https://play.google.com/store/apps/details?id=com.action.game.best.sniper.gun.shooting.games.pure.sniper3d>
Worked on controller and weapons system.
- **Ludo** (not live)
Worked on Ludo AI opponents and it was multiplier on 2D Game.
- **Agent Hunt** (Working)
Working on Agent Hunt game its a spy game and I am working on Player Controller AI and enemy AI.