

# Danyal Tariq Game Developer / Engineer

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📍 Islamabad, Pakistan

I am an innovative game programmer and indie game developer with 3 years of professional experience in mobile game development. Skilled in project management, optimization, gameplay, and user engagement, I thrive in fast-paced, deadline-driven environments. My track record includes delivering high-quality products on time and within budget. I am passionate about creating immersive and engaging gaming experiences while constantly pushing the boundaries of what is possible in the field. I am seeking a role as a game programmer or game engineer to leverage my skills and experience in creating exciting new games and driving the industry forward.

## 🎓 EDUCATION

**Bachelors of Computer Science,**  
*Bahria University, Islamabad*

## 🔧 TECHNICAL SKILLS

Unity 3D • C#

**Optimization** (*Gameplay, Network, Rendering*)

**Architecture / Design Patterns** (*SOLID, Event Driven, Observer Pattern, Command Pattern, State Pattern...*)

**Project Management** (*JIRA, Trello, Click Up*)

**Source Control** (*Github, PlasticSCM*)

**Multiplayer** (*Net Code, Photon Fusion*)

**Platform** (*Android, IOS, WebGL*)

**Thirdparty API** (*AWS S3, Admob, REST APIs*)

## 📁 PROJECTS

**Breshna.io**, *Customizable WebGL Games* ✕

**Wacky Legends**, *Battle Royal Shooter* ✕

**Sling King**, *A Bottle Shooter Game* ✕

**Farm Factory Simulator**, *An Idle Game* ✕

**Powamo**, *PvP Third Person RPG* ✕  
Mobile Version of Powamo

## 📁 PERSONAL PROJECTS

**Tank Battle Royal**, *HyperCasual Tank Game* ✕

**Tic Tac Toe** ✕

**2048 Merge Game**, *Number Merge Game* ✕

## 📁 EXPERIENCE

Oct 2022 – present  
Remote

### **Sr. Game Developer**, *Stax 3*

- Working on Breshnaverse, a Web3 project. The Breshnaverse is based on a virtual carnival stands and will be introduced in Phase 2. Stands are physical spaces in the Breshnaverse owned by users to publish, display and share their Breshna games.
  - <https://breshna.notion.site/Breshna-White-Paper-c7408c6dd293493e8fbc663cefbcb4b35> ✕
- Developed and managed games for GRID project Breshna.io
- Contribute in research and development of new features and methods.
- Implemented Third Party services and analytics for bug tracking and user engagement.
- Multiplayer Integration using Net Code
- AWS S3 Integration with Unity Addressable

Feb 2022 – Dec 2022  
Islamabad, Pakistan

### **Game Developer**, *Funsol Technologies PVT Ltd.*

- Provided technical assistance to other developers, optimizing product performance and streamlining workflows.
- Stayed up-to-date with the latest technologies and trends in game development through research and experimentation, identifying new opportunities for product enhancement that resulted in a **15%** increase in user engagement.
- Successfully introduced newer technologies and tools to the development team, resulting in a **~40%** reduction in development time and increase in product quality.

- Conducted technical interviews with potential new employees, evaluating their technical abilities and fit for the team.
- Maintained close coordination with manager to ensure that product quality standards were met and delivered on schedule, resulting in a **100%** on-time delivery rate for product releases.
- Actively participated in research and development of new game development technologies, resulting in the successful integration of new technologies into the product, resulting in increase in user retention.
- Collaborated with cross-functional teams, including artists, designers, and producers, to ensure seamless integration of new technologies into the product and a **25%** reduction in bug reports.

Nov 2020 – Jan 2022  
Islamabad, Pakistan

**Game Developer, Spartans Global PVT Ltd.**

- Developed and managed multiple 2D mobile games simultaneously, ensuring that project goals and deadlines were met while maintaining high quality standards.
- Collaborated with project manager to ensure that company's requirements and goals were met, resulting in successful project delivery and high user satisfaction.
- Conducted code reviews and provided extensive code documentation support, resulting in a **20%** reduction in bug reports and improved development efficiency.
- Suggested improvements to overall workflow of the process for new projects, resulting in reduction in development time and increased productivity.
- Utilized bug and ANR resolution tools such as Android Logcat, Stack trace utility, and Memory Profiler to identify and resolve issues, resulting in reduction in app crashes and improved app stability.
- Demonstrated effective communication and teamwork skills, collaborating with cross-functional teams including artists, designers, and producers to ensure seamless integration of various game elements into the final product.