

Zeeshan Qaswar

Mail: xeeshanqaswar@gmail.com | **Phone:** +92-3028785870
LinkedIn: [linkedin.com/in/zeeshanqaswar](https://www.linkedin.com/in/zeeshanqaswar) | **Website:** xeeshanqaswar.github.io

WORK EXPERIENCE

MINDSTORM, Pakistan

Sr. Software Engineer

June 2025 - Present

- Working on their product named Pro Golf.

Managed backend with PlayFab for authentication, economy, multiplayer matchmaking, chatrooms, and voice chat

TAPFIRE, Pakistan

Sr. Software Engineer

October 2024 - June 2025

- My Perfect farm is an idle farming game published on Appstore (4.6 rating) and playstore (100k downloads).
- Implemented features: Season Pass, Missions, Daily Quests.
- Conducted extensive code refactoring.
- Social Platform Development
- Utilized Unity and WebView technology.
- Hosted multiple AWS-deployed web-based games.
- Managed backend with PlayFab for authentication, economy, multiplayer matchmaking, chatrooms, and voice chat

GENITEAM, Pakistan

Lead Programmer

July 2023 - October 2024

- Collaborating closely with the in-house team of designers and developers.
- Adhering to high standards of code quality, performance, and maintainability to deliver stable and high quality games Integrate and optimize third-party APIs, libraries, and technologies within Unity .
- Providing solutions to the identified Game Development challenges that ideally will; resolve the issue/s, maximize efficiency

SKILLS

C++, C#, JavaScript
PC, Mobile, Web, Social
Playfab, AWS
Firebase,
AR/VR/MR
Git, GitHub, SVN
Multiplayer
APIs & Localization
Game Design & UI/UX

TOOLS

Unity Engine
Unreal Engine
Raylib
Photoshop / Illustrator
Figma
Blender

ACCOMPLISHMENTS

Hasbro Publishers

[Watch IGN Trailer](#)

- GI JOE Wrath of Cobra

Singapore - ETH

[Watch Gameplay](#)

- S.P.A.C.E

EDUCATION

Sargodha University

B.S.C.S (Computer Science)

- Sprint meetings with clients and stakeholders are conducted to make decisions aligned with desired end goals and client satisfaction, while maintaining a consistent QA acceptance rate for project deliverables.

GENITEAM, Pakistan

Sr. Software Engineer

November 2020- July 2023

- Led three projects per quarter with a team of three developers, managing architecture decisions, and ensuring timely delivery.
- Mentoring team members, reducing bottlenecks by 20% through effective training.
- Improving communication efficiency by 30% through streamlined processes and cross-functional meetings.
- Conducting weekly client meetings, resulting in a 15% increase in client satisfaction.
- Achieving a 95% QA acceptance rate by planning and refining project deliverables based on feedback.

OZI TECHNOLOGY, Pakistan, Lahore

Unity Engineer

January 2019 - November 2020

- As a Unity Game Developer, active collaboration with the team resulted in captivating games, achieving a 30% higher user retention rate and a 25% increase in player satisfaction.
- Responsibilities encompassed system development, debugging, feature integration, and the enhancement of game visuals and performance. These efforts yielded a 20% boost in user engagement and a significant reduction in in-game performance issues.
- My role as Unity Game Developer led to notable improvements in user retention, player satisfaction, engagement, and game performance, driven by effective collaboration and impactful contributions.

CONTRACTOR, Remote

Game Generalist

February 2018 - July 2019

- Collaborated with cross-functional teams in Unity and Unreal Engine 4 to create captivating games.
- Managed diverse projects and worked in a self-sustaining

2014 - 2018

Pakistan, Lahore

SOFT SKILLS

Agile Methodologies
Requirements Gathering
Project Estimations
Team Leading
Technical Assistance
Project Planning
Client Interactions

ENGLISH COMMUNICATION

Listening – C1
Reading – C1
Spoken Interaction – B2
Spoken Production – B2
Writing – B2

environment.

LATEST PROJECTS

GI JOE WRATH OF COBRA

Hasbro Publishers

IA retro side-scrolling beat 'em up. I worked on 4v4 multiplayer mode, AI System, Player Fighting mechanics and Drops, Create Editor tools using UI Toolkit.

S.P.A.C.E for Zurich ETH

Simulation focused on detecting cognitive impairment in dementia patients. Implemented feature rich dashboard, game AI system.

ASCENDED KINGDOM

RTS game inspired by Dominations, featuring resource gathering, base building, unit production, combat, objectives, and fog of war.

AFRIQUIZ BRAIN TEST

An engaging quiz game exploring geography, history, and more.

DUEL X

Educational math game featuring Player vs AI and 3 vs 3 multiplayer modes using Photon PUN.

MY PERFECT FARM - [IOS Link](#)

Casual farming game with 100K+ downloads.

OOGLY BOOGLY

Horror VR game for Meta Store targeting quest 3 and 2.

JACKAROO MASTERS

Social platform leveraging custom servers and Playfab with custom multiplayer including different game modes and social features.