Syed M Zain Raza

Unity Engineer

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🪪 PROFILE

Computer Science savvy, having hands on experience in object oriented languages, eager to learn new things in IT Development and having innovative, interpersonal and organizing skills to do well in field of IT. One of my strengths is my capacity to approach solutions from multiple perspectives, to deliver the right solution to each client.

🧠 SKILLS

Proficiency in Unity and C#: Unity3D, C#, OOP, SOLID principles.

Game Development Experience: Game functionality, Optimizing game performance, Strong problem-solving abilities

Game Genres: Simulation, Open-world, arcade, Casual, Hyper-Casual, Hybrid-Casual

CrossPlatform Builds: PC, Android, IOS, WebGL

Shader Development: Custom shaders, CG, HLSL, ShaderGraph, Amplify Shaders

Graphics Render Pipelines: Standard pipeline, URP, HDRP, LWRP

XR Experience: AR, VR, XR, 3D, Simulations, Trainings

Artificial Intelligence: NPC programming, vehicles AI, procedural level/ map design

Unity Editor: Custom Tools, Editor Windows, Menu Items, Utilities

Version Control Systems: GIT, SVN

💼 PROFESSIONAL EXPERIENCE

01/2023 – present	**TNodes** Unity Engineer • Developed and maintained systems for an open-world game with modular plugin-based architecture. • Created reusable Unity Editor tools (NPC and Vehicles Creation) and shaders to accelerate feature development. • Provided technical support and build scalable casual and hyper-casual templates for team.

04/2021 – 11/2022	**Game District** ⎘
	Game Developer

- Designed and implemented simulation games (racing, fighting).
- Developed 5+ hyper-casual games (100+ levels) using custom Unity Editor tools
- Led KPI-driven prototyping to improve retention and playtime metrics.

08/2019 – 04/2021	**Powersoft19**
	Unity XR Developer

- Worked with highly polygon 3D models and did lot of optimizations
- Made several editor utilities and made custom LODS
- 3D Simulations of mechanical and electrical devices
- AR/VR/3D Based Trainings & Product Visualizations
- Worked in different render pipelines in Unity such as URP, LWRP, HDRP.

10/2018 – 08/2019	**The Gaminators Group (OZI Group)**
	Game Developer

- Developed AA 3D Games
- Created Third person Shooter Controller for Unity3D
- Created Game flow generic templates

09/2017 – 06/2018	**The Game Storm Studios (Raydiex - OZI Group)**
	Game Developer

- Worked on Action Games
- Developed Simulation Games such as Robot Transforms, Fighting, Vehicles Simulations.
- Worked on Animations and Avatar Masking

06/2015 – 07/2017	**Tech Skippers (MindBotix)**
	Game Developer

- Developed Arcade and 2D games
- Developed 3D Simulation Games
- AI Module for racing games (bikes and cars)

🎓 EDUCATION

08/2013 – 10/2017	**Bachelor in Computer Sciences**
Lahore	University of Management and Technology

- Created Customer Care Application and dashboard for Masters Group of Companies, Lahore.
- Chess Game in C++ and Open GL.
- Mini Facebook in Ruby on Rails.
- E-Voting System (JAVA)

📁 PROJECTS

Rope Hero AKA Sky Slinger ⎘
Open-World Game

- Designed and developed a dynamic open-world game with a medium-large map, interactive civilians, destructible environments, and drivable vehicles (cars, bikes, vans).
- Implemented **3 mission types**: Story-driven campaigns, rampage challenges, and flying checkpoint races (planned expansion: side missions for the Resistance faction).
- Created **enemy AI tiers** (Light/Medium/Heavy) with unique combat behaviors (melee, SMGs, RPGs) and faction dynamics (Resistance vs. Black Guards).
- Programmed **superhero abilities** including laser attacks, power waves, electrifying strikes, Just Cause-style rope climbing, and power swords.

- Optimized performance for mobile devices, integrating physics-based movement (e.g., high jumps, aerial combat).

Tools: Unity/C#, 3D Modeling (Blender/Maya), Game Design, AI Programming, Mobile Optimization

Casual & HyperCasual Games

Developed some casual mobile games across genres (e.g., sorting, puzzle, crowd, runner, relaxing) with mechanics like swipe controls, procedural levels, and ad monetization.

- Water Sort Puzzle: Cool Games ⧉
- Bridge Game - Race Master 3D ⧉
- Tower Merge War Puzzle Game ⧉
- Cube Sort - Color Puzzle Game ⧉
- Special Color Sort Puzzle Game ⧉

Portfolio

Please visit Portfolio for more info thanks!

zainraza.online ⧉

🌐 LANGUAGES

English ● ● ● ● ●   Urdu ● ● ● ● ●

🎗 AWARDS

Employee of the Year Award
Mindbotix (2017)

Employee of the Month
Mindbotix - Multiple times

Employee of the Month
Game District