

TAUSEEF AHMAD

Senior Unity Game Developer | Game Designer | XR Developer

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Experienced Game Developer with over 6+ years of expertise in refining, enhancing and adapting game code for both frameworks and existing applications. Proven track record in leading teams to create engaging games. Proficient in C#, C++, and JavaScript, with expertise in Unity3D and other engines. Experienced in all phases of development, focusing on gameplay mechanics, rendering, and optimization. Strong leadership and communication skills, adept at mentoring team members. Passionate about staying updated on industry trends for cutting-edge gaming experiences. Now seeking to leverage my advanced game design, programming, and leadership skills to contribute to cutting-edge game development at an expert level.

WORK EXPERIENCE

Ciel Technology, Lahore, Pakistan

Senior Software Engineer (Game Developer) / Team Lead

Feb 2022 - Present

Lead a team of developers to create and launch engaging mobile games.

- Led a team of 7 members in developing & providing technical guidance
- Collaborated with clients to define project requirements and timelines
- Independently managed complex projects, calculating timelines & resolving technical challenges
- Oversaw regression testing and bug tracking, reporting issues with precision and contributing to documentation reviews.
- Designed and implemented game functionalities by interpreting game design documents,
- Managed full production cycle, and improved development processes.
- Specialties include Game Design, Gameplay, Rendering, C#/C++/C, Unity development
- Produced detailed progress reports for executive management.

NextAge Technologies, Lahore, Pakistan

Game Development Team Lead / Project Manager

Sep 2021 - Feb 2022

Developed and maintained mobile games for one of the leading gaming companies in the world.

- Create and execute plans for new features and old feature improvements
- Collaborated with clients to define project requirements and timelines
- Managed and mentored a team of game programmers, conducting technical reviews, and fostering collaboration to drive project success.
- Architect the game systems, optimize the game & simulated product performance and evaluate results
- Recording, reporting, and tracking project performance and cover the project hurdles
- Directed full-cycle Unity game development projects as Lead Developer and Project Manager
- Spearheaded game design implementation and functionality development, blending technical leadership with project management to meet deadlines and exceed client expectations.

SpyreSync, Lahore, Pakistan

Game Development Team Lead / Project Coordinator

Jan 2021 – Sep 2021

- Manage project communications and stakeholders, client and project dev team
- Maintaining project plans, schedules, and stakeholder alignment while mentoring game programmers
- Collaborated with the design team to create challenging and enjoyable game levels, resulting in positive player feedback.
- Coordinated cross-functional teams and client communications as Project Coordinator
- Ensure project methodologies, project delivery processes, and implementation management processes
- Designed and implemented game functionalities based on design documents, blending senior-level development skills
- Working with mixed-reality games, promotional games and gamification.
- Developed 2D and 3D games for Android and Apple devices Delivered 10+ products to clients from 5+ countries

UBM Technologies (Pvt), Lahore, Pakistan

Software Engineer (Unity)

Feb 2018 – Oct 2018

- Created Multiple games, using Unity 3D engine and BuildBox.
- Created games that are now published in Google Play Store by using C# and Unity3D Game Engine
- Developed about 5 projects from scratch, implemented different game mechanics
- Game Mechanics (In-App purchases, Cross-platform 3rd party SDKs integration, to create Game-play & physics)
- Memory Usage Management, Profiling with optimization.

EDUCATION

National University of Computer and Emerging Sciences, Lahore, Pakistan

2017 - 2020

MS (Software Project Management)

The Islamia University of Bahawalpur, Bahawalpur, Pakistan

2011 - 2015

Bachelor of Science (Computer Science)

SKILLS & TECH STACKS / DEVELOPMENT SECTORS

Unity 3d, C#, XR, VR, AR, Photon, Firebase, WebGL, NFT Game, Game Design, Cross-Platform Development, Project Management, Project Analysis, Problem Solving, Game Optimization, Multiplayer Game Development, JSON, JavaScript, GLSL, APIs Integrations, Analytics, Ads Networks, Postman, Visual Studio, Version Control, Project Planning and Deliverables, Console & PC Gaming, Mobile Gaming, Virtual Reality (VR) Gaming, Augmented Reality (AR) Gaming, Cloud Gaming, Indie Gaming, Educational Gaming, Gamification, Play to earn games, Gameplay Programming, Procedural Generation, Asset Pipeline, Team Leadership, Gameplay Mechanics Implementation, Performance Optimization, Agile Methodologies

PROJECTS

- **Exo Snow Shooting FPS Game:** Exo Snow Shooting is an intense sci-fi shooter set on a frozen alien planet, where survival depends on precision, strategy, and quick reflexes. In this high-action combat experience, players step into the boots of an elite soldier deployed on an extraterrestrial battlefield covered in endless snow and ice. The extreme weather conditions make every encounter unpredictable, with blizzards reducing visibility and icy terrain affecting movement.
- **Balloon MR:** Balloon offers a seamless, controller-free mixed-reality experience, blending virtual elements into the real world. With a full 360° spatial audio identity, it enhances immersion, guiding players to key objects and encouraging movement and interactivity within their space.
- **Waie Endless Runner Game (Arabic & English):** Embark on an exhilarating endless-runner adventure through KSA's deserts! In Waie, dash through the deserts, collect garbage, and dodge obstacles in a fun, family-friendly game that promotes environmental awareness.
- **Parking Jampack Multiplayer:** I engineered a multiplayer parking game that combines strategic thinking with fast-paced action, creating a dynamic and addictive gameplay experience that keeps players coming back for more.
- **Street Dice:** Inspired by urban culture, I designed a multiplayer game that brings the excitement of street dice to the digital realm, capturing the gritty atmosphere and competitive spirit.
- **3D Meta Roller:** With cutting-edge visuals and innovative gameplay mechanics, I transported players into a mind-bending world where rolling is more than chance, it's a strategic journey.
- **8 Ball Pool/Snooker:** Bringing the precision and strategy of cue sports to life, my game offers a realistic simulation experience, complete with stunning graphics and authentic physics.
- **Google Media Pipe Body AR:** With Media Pipe, I set out to revolutionize multimedia editing by providing a comprehensive suite of tools and features that empower users to unleash their creativity and bring their ideas to life in stunning detail.