



Usama Abid

UNITY GAME PROGRAMMER C#

Details

Dubai
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Links

[Linkedin](#)
[Github](#)

Skills

Unity, C#
Gameplay Programming (C++)
SOLID programming principles and design patterns
Game Optimization
Github, Git
Unity Photon Multiplayer
Trello

Hobbies

Book Reading
Gaming

Languages

English
Urdu

Profile

Professional, hard-working, and creative UnityC# and C++ gameplay programmer with almost 3+ years of experience in game development and a strong understanding of coding principles and game design patterns. The journey begins with developing 2D and 3D games including hyper casuals, 2D platformers, idle games, and many more for platforms like Android, IOS, and also for PC. Successfully deployed different game titles on platforms including Android, IOS, and PC.

Employment History

Freelance GamePlay Programmer (Unity, C#,C++), Fivver/Upwork, Remote

JANUARY 2021 – PRESENT

- Worked as a unity developer for different clients all over the world and developed games for all platforms like Android, IOS, and PC.
- Developed 2D and 3D games in unity with best coding practices and also implemented physics, AINavigation, 3D mathematics, and gameplay mechanics.
- Optimized games by using memory optimization techniques and game optimization techniques to maintain 60 FPS.
- Implemented design patterns including singleton patterns and object pooling patterns.
- Implemented KPIs in games to optimize the level of difficulty which helps to identify the game difficulty for players.

Senior Game Programmer C# Unity, FUBU GAMES, Turkey

JULY 2021 – DECEMBER 2021

- Working with one of the leading mobile game publishers to produce top hit idle and hyper casual games for mobile, a Few hit games are Vacuum Killer and Stone Mine.
- Working directly with game designers and artists to implement game features. Strictly follows coding principles, design patterns, and best practices to produce high-quality robust code.
- Developed a 3D hyper casual game "Scale The Crowd" which got 0.7 CPI.
- Participated in the weekly meeting and presented ideas, my ideas got also selected for the hyper-casual prototypes.
- Proved myself as a good team worker and game programmer.

Senior Unity Game Programmer, GALASSIA STUDIOS, Lahore

AUGUST 2019 – APRIL 2021

- Worked with a collaborative team of designers, artists, and programmers.
- Write clean code and strictly follows the coding principles and design patterns to produce the best quality code.
- Implemented UI of jigsaw puzzle game and also added more challenging missions and levels.
- Developed a progression system in a jigsaw puzzle game which increased the gameplay time by 20%
- Projects
- Developed a first-person controller for a Deer Hunter.
- Developed enemy AI navigation system for shooting games.
- Implemented IronSource Ads Mediation System in games.
- Proved myself as an excellent game programmer and also a creative and hardworking resource.

Senior Unity Game Development Instructor, PNY TRAININGS, Lahore

OCTOBER 2021 – DECEMBER 2022

- Worked with Pakistan's No 1 Training institute PNY Trainings as a unity game development instructor.
- Designed course outlines for Android Unity 3D Game Development.
- Teach students about strong coding practices in C# and also gave them assignments.
- Guided students about game development careers in the future and also about freelancing.
- Participated in weekly instructor meetings and gave them suggestions and ideas about new courses and new technologies related to game development.
- Proved myself as an excellent instructor and good mentor.

Unity Game Developer, WebEasy Solutions, Lahore

FEBRUARY 2019 – JULY 2019

- Worked as a unity developer and created multiple 2d and 3d games for mobile platforms Android and IOS.
- Developed a gameplay mechanic for a "Taxi Rider" 3D game to make a smooth gameplay experience.
- Participated in weekly meetings and presented a lot of innovative ideas to improve the gameplay experience.

Projects

COMBI CART, Freelance Project

- Unity C#, Design Patterns, Ads Monetization, Level Design.

FAT GUY, Freelance Project

- game video link (<https://streamable.com/6mvg50>)

Ant Run, FUBU GAMES

- game video link (<https://streamable.com/nh1fgp>)

Scale The Crowd, FUBU GAMES

- game video link (<https://streamable.com/d09vto>)

Superhero Ramps Race, Galassia Studios

- Cars upgrade system, Iron Source Mediation, Published on Appstore

Jigsaw Puzzle Game, Galassia Studio

- Unity C#, UI progression-based system, new level design, and challenges.

Deer Hunter, Galassia Studios

- Weapon Upgrade System, Game Meta, Firebase Analytics, Object Pooling, Enemy AI Navigation System

Deeper Dash, C++ Game Project

- Developed by using advance C++ raylib Library.

Education

Bachelors of Software Engineering, COMSATS Institute of Information Technology, Lahore

SEPTEMBER 2015 – FEBRUARY 2019