

Ahmad Zaheer

Senior Unity Game Developer

SUMMARY

- Unity Game Developer with 6+ years of expertise in C#, multiplayer networking (Photon PUN, Mirror, FishNet), AI-driven NPCs, and reusable gameplay system architecture.
- Delivered 200+ client projects including complex systems for combat, quests, dialogue, vehicle controls, and multiplayer synchronization across PC and Android platforms.
- Proficient in integrating third-party SDKs (Player2, HypeDuel), REST APIs, and optimizing performance for mobile and multiplayer environments.
- Strong background in software engineering principles, OOP, debugging, profiling, version control (Git), and milestone-driven SDLC practices.
- Academic foundation with M.Sc. in Computer Science.

TECHNICAL SKILLS

Main Technical Skills	C/C++/C# (6 yr.), Unity (6 yr.)
AI & Machine Learning	Amazon Machine learning services, AWS ML (Amazon Machine learning services), Hugging Face (6 yr.)
C++ Libraries and Tools	C/C++/C# (6 yr.)
Mobile Frameworks and Libraries	Crashlytics
Java Libraries and Tools	JSON (6 yr.)
Java Frameworks	Play Framework
Scala Frameworks	Play Framework
JavaScript Libraries and Tools	WebGL (6 yr.)
UI Frameworks, Libraries, and Browsers	UI (6 yr.)
Amazon Web Services	AWS ML (Amazon Machine learning services)
SDK / API and Integrations	API (3 yr.), RESTful API
Operating Systems	FreeBSD (3 yr.), Unix
Version Control	Git (6 yr.), GitHub, SVN (6 yr.)
Methodologies, Paradigms and Patterns	OOP (6 yr.), TDD (6 yr.)
Blockchain and Decentralized Software	Optimism (6 yr.)

Platforms	Unity (6 yr.)
Other Technical Skills	Legacy Application (6 yr.), Third-Party Applications (6 yr.)

WORK EXPERIENCE

Freelance Unity Game Developer - Self-Employed (Multiple Client Projects)

Duration: 2021 - Present

Summary:

- Lead end-to-end development of complete games, prototypes, MVPs, gameplay systems, and feature expansions for independent clients and small teams
- Delivered over 200 paid client orders including full-game development, prototypes, feature implementation, bug fixing, and continuation of existing Unity projects

Responsibilities:

- Translate game design documents, references, and client requirements into technical plans, scoped milestones, and playable Unity builds.
- Architect reusable C# systems for combat, AI, quests, dialogue, inventories, interactions, vehicles, progression, UI, save/load, and mission flow.
- Develop multiplayer features with Photon PUN, Mirror, and FishNet including lobbies, matchmaking, room-code joining, synchronized spawning, RPCs, voice chat, and networked gameplay.
- Diagnose and continue existing projects by resolving gameplay bugs, integration failures, performance bottlenecks, scene issues, and incomplete systems.
- Manage client communication, scope, milestones, testing, iteration, and delivery while collaborating with artists, designers, backend developers, and other programmers.

Technologies: Unity, C#, Photon PUN, Mirror, FishNet, Player2 API / Unity SDK, HypeDuel Unity SDK, Firebase, PlayFab, REST APIs, JSON, third-party SDKs

Unity Game Developer - SWOTECH (Unity Gameplay Features Development)

Duration: Apr 2022 - Sep 2022

Summary: Developed and maintained Unity gameplay features and supporting C# systems within a team-based production environment, focusing on mechanics, UI interactions, scene logic, bug fixes, and performance improvements.

Responsibilities:

- Implemented gameplay mechanics, UI interactions, and scene logic based on project requirements and feedback.
- Performed bug fixes and performance improvements to ensure stable and efficient gameplay.
- Collaborated through version control to integrate features, reproduce defects, test iterative builds, and deliver stable fixes compatible with existing architecture.

Technologies: Unity, C#

Unity Game Developer (Medieval RPG)

Summary: Developed a Medieval RPG game featuring quest progression, NPC interaction, dialogue, inventory, carrying, objective tracking, mission-state, exploration, and combat



systems.

Responsibilities:

- Built quest progression, NPC interaction, dialogue, inventory, carrying, objective tracking, mission-state, exploration, and combat systems.
- Implemented quick attacks, parry timing, slow-motion feedback, enemy encounters, and reusable interaction interfaces.

Technologies: Unity, C#

Unity Game Developer (Multiplayer Social Hub and Sports Experience)

Summary: Developed a multiplayer social hub and sports experience with matchmaking, room joining, synchronized spawning, race flow, win detection, rewards, and persistent currency UI.

Responsibilities:

- Developed matchmaking, automatic and code-based room joining, synchronized spawning, race flow, win detection, rewards, and persistent currency UI.
- Integrated push-to-talk voice chat, character customization, lobby flow, and extensible match-state logic.

Technologies: Unity, Photon PUN, Photon Voice

Unity Game Developer (NPC Social Simulation)

Summary: Created an NPC social simulation using finite-state machines to model visitor behavior including entry, ordering, queuing, conversations, seating, drinking, wandering, reactions, and exits.

Responsibilities:

- Created state-driven visitor behavior for entry, ordering, queuing, conversations, seating, drinking, wandering, reactions, and exits.
- Resolved AI coordination edge cases involving invalid targets, crowding, repeated decisions, cancellation, and state transitions.

Technologies: Unity, C#

Unity Game Developer (Third-Person Mobile Shooter)

Summary: Developed a third-person mobile shooter game with touch controls, aiming, weapons, enemy behavior, combat feedback, health, HUD, and mobile-focused camera behavior optimized for Android devices.

Responsibilities:

- Implemented touch controls, aiming, weapons, enemy behavior, combat feedback, health, HUD, and mobile-focused camera behavior.
- Optimized gameplay flow and interface responsiveness for Android using reusable combat and input components.

Technologies: Unity, C#



Unity Game Developer - Player2 (AI-Driven Horror Game for Player2)

Summary: Built a horror game featuring an AI-driven NPC capable of contextual dialogue and structured in-game actions using the Player2 API and Unity SDK with LLM function calling.

Responsibilities:

- Implemented NPC spawning, streaming responses, persona and persistence configuration, function-call handling, and safeguards for repeated commands and null responses.

Technologies: Unity, C#, Player2 API / Unity SDK, LLM Function Calling

Unity Game Developer - Volo Racing Group (Racing Game for Volo Racing Group)

Summary: Developed a racing game featuring vehicle controls, checkpoints, lap tracking, countdowns, race-state logic, win conditions, cameras, garage/customization, tuning, and HUD systems.

Responsibilities:

- Developed vehicle controls, checkpoints, lap tracking, countdowns, race-state logic, win conditions, cameras, garage/customization, tuning, and HUD systems.
- Built reusable, performance-focused gameplay components and iterated on handling and race flow based on client feedback.

Technologies: Unity, C#

Unity Game Developer - HypeDuel (Naval Combat Arena for HypeDuel)

Summary: Developed a naval combat arena integrated with the HypeDuel platform's Unity SDK for platform-compatible match execution featuring ship movement, cannon aiming and firing, damage logic, enemy AI, combat feedback, and match-state behavior.

Responsibilities:

- Developed ship movement, cannon aiming and firing, damage logic, enemy AI, combat feedback, and match-state behavior for an AI-vs-AI competitive arena.
- Integrated gameplay with the platform's Unity SDK for platform-compatible match execution.

Technologies: Unity, C#, HypeDuel Unity SDK

EDUCATION

- **Master of Science in Computer Science**

Graduate studies in computer science with continued professional focus on game development and software engineering.

Until 2025

- **Bachelor of Science in Computer Science**

Until 2022

