

SAIF ALI KHAN

Senior Unity Game Developer

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Rawalpindi, Pakistan

EXPERIENCE

Lead Game Developer

Scorbit Inc

Islamabad, Pakistan

04/2022 - Present

- Spearheaded a 2-year solo development of a multiplayer vehicle battle arena game using **Unity and C#**, implementing core gameplay mechanics and optimizing performance for mobile devices.
- Developed a procedural level generator for a mini-game using **Scriptable Objects** and **Custom Editor tooling**, enabling fast creation of runtime-tunable platforming levels and improving iteration speed by **35%**.
- Orchestrated 3+ side mini-games (platformer, coin collector, karting) for a client's narrative RPG, complementing the core storytelling with lightweight, engaging content that enriched world-building and supported user testing.
- Engineered automation tools for a vehicle-based shooting battle arena, streamlining performance profiling and reducing CPU usage by **25%** and load times by **30%** across desktop platforms.
- Increased player engagement for an MMORPG, growing the community to **25K+ beta users** and **45K+ player accounts**.
- Collaborated with cross-functional teams across 3 time zones (China, UAE, Pakistan) to enhance hybrid workflows and improve overall project efficiency.

Technical Lead

Rawalpindi, Pakistan

CANZ Studios

05/2021 - 03/2022

- Directed a team that rapidly prototyped and published 6+ games using sound Software architecture and OOP principles, leveraging Software Design Patterns, resulting in **100K+ downloads** across all titles.
- Mentored 3 unity developers, a graphic designer, and a 3D artist, boosting team productivity by **40%** and reducing production time by **30%**.
- Designed and tracked game launches for Play Console, recording performance metrics and realizing improved store visibility despite marketing challenges.

Senior Game Developer

Rawalpindi, Pakistan

Digital-Pen

05/2020 - 04/2021

- Integrated and innovated 3D Mathematics and multithreading into two high-traffic games for Mobile devices, leading to a **50%** increase in user engagement and a **20%** boost in in-app purchases.

Unity Developer

Rawalpindi, Pakistan

Zekab Pvt Ltd

08/2019 - 04/2020

- Enhanced UI animations and refined cinematic sequences using Unity Timeline for a **Mobile Game**, contributing to **1M+ downloads** worldwide.
- Tested and implemented core gameplay mechanics for **Cooking Mania**, resolving **50+** bugs and optimizing level design for improved player experience, leading to **100K+ downloads** and a **30%** boost in user retention.

Game Developer

Rawalpindi, Pakistan

Logical Bots, Game Square Studios

07/2016 - 07/2019

- Shipped 5+ mobile game prototypes, collectively surpassing **500K+ downloads** on Mobile Devices, with a focus on integrating in-app purchases and monetization strategies.

SKILLS

Core Programming & Systems Design:

C#, .NET, SOLID principles, Design Patterns, ECS, DOTS, OOP, Troubleshooting, Unity Engine (2D/3D), AB Testing, C++, State Machines, Addressables, 3D Mathematics, AI-driven NPCs, Memory Management, Multithreading

Multiplayer & Platform Integration:

Mobile (Android/iOS), AWS, VR/AR/XR, WebGL, Firebase, PlayFab, CI/CD, Photon PUN2, Netcode, REST APIs

Tooling, Frameworks & Project Management:

UI Toolkit, DoTween, Animation, URP, OpenXR, Meta SDK, XR Interaction Toolkit, Agile, Jira, Trello, Slack, Git

EDUCATION

Master of Science in Project Management

Bahria University

02/2018 - 04/2020

Bachelor of Science in Computer Science

University Institute of Information Technology

07/2012 - 07/2016