

SAIF ALI KHAN

Senior Unity Game Developer

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Rawalpindi, Pakistan

EXPERIENCE

Lead Game Developer

Islamabad, Pakistan

Scorpbite Inc

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, DOTween, 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