

# HASHIR ALI

## Unity Game Developer

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### 👤 PROFILE

9 years in Unity game dev (strategy, sim, hyper-casual). Building an NFT-based MMO in Big Immersive. Seeking a challenging Game Developer role to apply my coding skills and creativity at a studio focused on user-driven, entertaining games.

### 📁 PROJECTS

**Popit Fidget,**  
**Soothing pop-it games, puzzles, and mini-games**

<https://play.google.com/store/apps/details?id=com.AjGamingStudio.PopitFidgetToysGame> 🔗

**Face Filters,**  
**Face gestures for iOS through AR Foundation**

[https://drive.google.com/file/d/12b\\_SNV8PBjLsi5Ojy6IHLzu2R5\\_H3mBe/view](https://drive.google.com/file/d/12b_SNV8PBjLsi5Ojy6IHLzu2R5_H3mBe/view) 🔗

**AR NFT Placing, Working AR nft Placing And Spawning with Live Application in real Time world**

<https://drive.google.com/file/d/1UISlosrvw47gPknfXcGfVvL9ECZ2dPuF/view> 🔗

**WebGL Metaverse,**  
**Wallet Connection With Multiplayer Experince**

<https://drive.google.com/file/d/1j4f71PFmX5VXiDUcl4MZjgn52ip81ca/view> 🔗

**FPS Zombie Shooting, Survive the apocalyptic chaos**

<https://play.google.com/store/apps/details?id=com.canexsoft.zombieshootingmission&hl=ru&gl=US> 🔗

**Hyercasual Game Bank Roberry, 2.5D game Drama base**

<https://drive.google.com/file/d/1qVw-AiPTOAH1gJ7jXvqoXjdBj4BeuS1G/view> 🔗

### 🧩 TOOLS

Unity 3D

Unreal Engine

Visual Studio

Andriod Studio

.NET framework

Git Hub

Plastic Scm

Jira

Assembla

Asana

### 🎓 EDUCATION

**BS (Hons.) - Information Technology,**  
**University of Sargodha, Pakistan**  
2014 - 2018

**HSSC - Intermediate**  
2012 - 2014

**SSC - Matriculation**  
2012

## **HyerCasual Using Obi Rope, Demo concept**

[https://drive.google.com/file/d/1p\\_TZcfP6pRRqCXbuMESMKjesfXrXaztF/view](https://drive.google.com/file/d/1p_TZcfP6pRRqCXbuMESMKjesfXrXaztF/view) 

## **Tank Game, Demo concepts transforms**

[https://drive.google.com/file/d/1dijTdxLiEepUkNnl\\_uYRkKiDaN9oI3sj/view](https://drive.google.com/file/d/1dijTdxLiEepUkNnl_uYRkKiDaN9oI3sj/view) 

## **Formula Car Transporter Truck, F1 driving and simulation**

[https://play.google.com/store/apps/details?id=com.brilliantgamez.formula.car.transporter.truck.cargo.transport&hl=en\\_IN&gl=US](https://play.google.com/store/apps/details?id=com.brilliantgamez.formula.car.transporter.truck.cargo.transport&hl=en_IN&gl=US) 

## **Living Garden, Open world Enviornment**

[https://drive.google.com/file/d/1686hJIV0KWhbwTbUMMDIpAukz8KEhc4U/view?usp=drive\\_link](https://drive.google.com/file/d/1686hJIV0KWhbwTbUMMDIpAukz8KEhc4U/view?usp=drive_link) 

## **AR Web, AR hosting on web using mobile phone camera**

[https://drive.google.com/file/d/1LIqJFJMAyr2TrAqC47c0Q6SiXnebMAN\\_/view?usp=drive\\_link](https://drive.google.com/file/d/1LIqJFJMAyr2TrAqC47c0Q6SiXnebMAN_/view?usp=drive_link) 

## **PROFESSIONAL EXPERIENCE**

### **Hazal Mobile (Lahore,PK), Senior Software Engineer**

05/2025 – 12/2025

I design and implement core gameplay mechanics, AI systems, and player controllers. I ensure all features follow clean, extendable coding practices and solid architecture. I also optimize graphics and performance for smooth gameplay on low-end devices.

### **Big Immersive (Lahore, PK), Senior Software Engineer**

10/2021 – 04/2025

Senior software engineer at g Immersive (Lahore, PK) specializing in Metaverse and cross-platform games. Developed WebGL, Oculus, mobile, and AR games, enhancing code efficiency and resolving technical issues. Collaborated with design teams on game planning and smart solutions, implementing Rest API, custom servers, multiplayer, voice chat, DLC, and addressables, while mastering Unreal Engine AI and controller modules.

### **Softoxan (PartTime ), Senior Software Engineer**

09/2022 – 09/2023

Open World game for Andriod and IOS

### **CanexSoft · Part-time (Lahore, PK), Senior Software Engineer**

06/2021 – 08/2022

Senior Game Developer coding small-scale mobile games for low-end devices, focusing on shooting and simulation genres.

## **SKILLS**

### **Code Architecture**

● ● ● ● ● ●

Crafting modular, efficient, and clear code with MonoBehaviour scripts and ScriptableObjects.

### **Programming**

● ● ● ● ● ●

Object Oriented Programming

### **Programming fundamentals**

● ● ● ● ● ●

Data Structures, Memory management, Rest APIs, Unity APIs

### **All formats games**

● ● ● ● ● ●

#### **Multiplayer**

Accylbyte , Fusion , Photon pun , Mirror

### **Shader Graph**

● ● ● ● ● ●

Implementation and recompiling. Intial level bug fixing

### **AR Integration**

● ● ● ● ● ●

AR web , IOS and Andriod

### **XR Plugin and Management**

● ● ● ● ● ●

Andriod and IOS

### **Animations Single Player**

● ● ● ● ● ●

Layers , Animator Overrider , Animation curve

### **VR Integration**

● ● ● ● ● ●

Interaction System

### **Frameworks**

● ● ● ● ● ●

C # Complete Understanding Complete Grip of Photon Networking Expert Knowledge of data bases like firebase, AWS, FitBit, Playfab

### **Runtime mesh modification**

● ● ● ● ● ●

Modification of chracter and clothes and Emotes on Runtime

### **Build Size optimization**

● ● ● ● ● ●

Asset Bundle and Addresable usage

### **Cross Platform Games**

● ● ● ● ● ●

Andriod , WebGL , IOS and Windows

### **Networking**

● ● ● ● ● ●

Voice Network Implementation in Games

### **Game Optimization**

● ● ● ● ● ●

Ligthning , Batches , FPS , meshes , Code , Physics

## Geni Team (Lahore, PK), Senior Software Engineer

11/2020 – 10/2021

Senior Software Engineer for mobile and cross-platform games, leading 5-7 junior developers. Revamped software for efficiency, consulted clients on project status, and collaborated with design teams to meet deadlines. Implemented multiplayer, addressables, hyper-casual shooters, mesh-cutting, and physics optimization across action, shooting, simulation, 2D, WebGL, and hyper-casual genres.

## Brilliant Gamez Studio (Lahore, PK), Software Engineer for Mobile Games

10/2019 – 11/2020

Experienced Unity mobile game developer specializing in iOS and Android, with expertise in action, shooting, and simulator genres, solo-developing projects, delivering products within 15 days, and creating modules like Pluggable AI, in-game stores, and ad integrations.

## Bad Puppet Studio (Lahore, PK), Game Developer

04/2018 – 06/2019

Mobile game Software Engineer experienced in WebGL and Android development using PHP and Firebase, consistently delivering game projects within strict deadlines in a services-based model.

## Creative Game Studio, Junior Software Engineer for Mobile Games

07/2017 – 10/2018

As a Junior Game Developer (Unity 3D) at Creative Game Studio, I specialized in 3D simulation and shooting games, managing the full lifecycle of mobile game development, including design, coding, analytics, and asset coordination, while delivering over seven diverse projects in simulation, shooting, racing, and first-person genres.

## LANGUAGES

C#



C++



PHP



HTML/CSS

