

HASHIR ALI

Senior Unity / Unreal Game Developer

Portfolio: hashirali.com | **315+ Completed Projects** | **AR/VR Integrations**

Lahore, Pakistan | Hashirali890@gmail.com | +92 304 4368883

linkedin.com/in/hashirali890 | github.com/HashirAli890

PROFESSIONAL SUMMARY

Senior Unity/Unreal Game Developer with 8+ years of experience delivering mobile, WebGL, AR/VR, and multiplayer cross-platform games. Specialized in AR/VR integration and real-time multiplayer/metaverse systems built on Photon (PUN2, Fusion), Mirror, AccelByte, and Agora live-streaming/voice. Full portfolio and case studies available at hashirali.com. Currently building multiplayer real-time game systems, including live streaming, voice chat, and bot/gifting modules, at WaxonIT Solution.

CORE SKILLS

Languages: C#, C++, PHP, HTML/CSS

Engines: Unity 3D, Unreal Engine

Development Tools: Visual Studio, Android Studio, Git, Plastic SCM, Jira, Assembla, Asana

Multiplayer & Networking: Photon PUN, Photon Fusion, Mirror, AccelByte, Agora (live streaming & voice chat), socket-based real-time systems, REST APIs

AR / VR: AR Foundation, XR Plugin Management, VR interaction systems, web-hosted AR

Game Systems: Gameplay architecture (MonoBehaviour, ScriptableObjects), AI systems, player controllers, animation systems (Animator, layers, animation curves), Shader Graph, runtime mesh/character modification

Performance Optimization: Build size optimization, addressables/asset bundles, lighting, batching, FPS optimization, physics optimization, memory management

Backend & Databases: Firebase, AWS, PlayFab, custom REST APIs

Platforms: Android, iOS, WebGL, Windows, Oculus

PROFESSIONAL EXPERIENCE

Senior Software Engineer -- WaxonIT Solution (Dec 2025 - Present)

Lahore, Pakistan

- Designing multiplayer architecture for a real-time Ludo game, covering core gameplay systems, room management, and networking.
- Implementing live streaming and voice chat room functionality using the Agora SDK for real-time in-game communication.
- Building a bot system and gifting module using socket-based real-time communication integrated with backend APIs.

Senior Software Engineer -- Hazal Mobile (May 2025 - Dec 2025)

Lahore, Pakistan

- Designed and implemented core gameplay mechanics, AI systems, and player controllers.
- Enforced clean, extendable coding practices and solid architecture across features.
- Optimized graphics and performance for smooth gameplay on low-end devices.

Senior Software Engineer -- Big Immersive (Oct 2021 - Apr 2025)

Lahore, Pakistan

- Developed WebGL, Oculus, mobile, and AR games for a cross-platform Metaverse platform.

- Implemented REST APIs, custom servers, multiplayer networking, voice chat, DLC, and addressables systems.
- Collaborated with design teams on game planning; applied Unreal Engine AI and controller modules.
- Improved code efficiency and resolved technical issues across the platform.

Senior Software Engineer (Part-time) -- Softoxan (Sep 2022 - Sep 2023)

Lahore, Pakistan

- Developed an open-world mobile game for Android and iOS.

Senior Software Engineer (Part-time) -- CanexSoft (Jun 2021 - Aug 2022)

Lahore, Pakistan

- Developed small-scale mobile games for low-end devices, focused on shooting and simulation genres.

Senior Software Engineer -- Geni Team (Nov 2020 - Oct 2021)

Lahore, Pakistan

- Led a team of 5-7 junior developers building mobile and cross-platform games.
- Revamped existing software for efficiency; consulted with clients on project status and timelines.
- Implemented multiplayer, addressables, hyper-casual shooter mechanics, mesh-cutting, and physics optimization across action, shooting, simulation, 2D, and WebGL genres.

Software Engineer, Mobile Games -- Brilliant Gamez Studio (Oct 2019 - Nov 2020)

Lahore, Pakistan

- Developed iOS and Android games across action, shooting, and simulation genres, solo-delivering projects within 15-day cycles.
- Built reusable modules including pluggable AI, in-game stores, and ad integrations.

Game Developer -- Bad Puppet Studio (Apr 2018 - Jun 2019)

Lahore, Pakistan

- Developed mobile games for WebGL and Android using PHP and Firebase backends.
- Consistently delivered projects within strict deadlines in a services-based development model.

Junior Software Engineer, Mobile Games -- Creative Game Studio (Jul 2017 - Oct 2018)

Lahore, Pakistan

- Delivered 7+ mobile game projects across simulation, shooting, racing, and first-person genres.
- Managed the full development lifecycle: design, coding, analytics, and asset coordination.

NOTABLE PROJECTS

Full portfolio with 315+ completed projects and case studies: hashirali.com/portfolio

Featured: AR / VR Projects

- Face Filters - AR Foundation-based face gesture filters for iOS.
- AR NFT Placing - Real-time AR NFT placement and spawning, live in a real-world environment.
- AR Web - Web-hosted AR experience running through a mobile browser camera, no app install required.

Featured: Multiplayer & Metaverse Projects

- WebGL Metaverse - Multiplayer metaverse experience with wallet connection, built on Photon PUN2.
- Metaverse WebGL (Photon Fusion) - Cross-platform metaverse experience built on Photon Fusion networking.
- Ludo Multiplayer (WaxonIT Solution) - Real-time multiplayer architecture with live streaming, voice chat, and socket-based bot/gifting systems.

Other Published Titles

- Popit Fidget Toys Game - Casual pop-it, puzzle, and mini-game mobile app (Google Play).

- FPS Zombie Shooting Mission 3D - Survival shooter mobile game (Google Play).
- Living Garden - Open-world environment exploration demo.
- Obi Rope Hypercasual Demo - Physics-based rope mechanics prototype.
- Tank Game Demo - Vehicle transform mechanics prototype.
- Additional published titles (details on portfolio): Electric Man, Bridge Party Ball Race, Helix Jump Girl, White Shark Attack Mission 3D, Endless Traffic Car Racing 3D, Real Street Car Racer Game, Junior Kart Champions Rally, Snake Hyper Casual Game, JetPack HyperLeague, BlastFront, Gamers Lounge.

EDUCATION

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

HSSC (Intermediate) (2012 - 2014) | SSC (Matriculation) (2012)