

HASHIR ALI

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Dear Hiring Manager,

I am writing to apply for the Senior Unity Developer position. With 10 years of hands-on experience building mobile, WebGL, AR/VR, and multiplayer games in Unity 3D, along with strong working knowledge of Unreal Engine, I bring both deep engine expertise and the ability to work confidently across the full stack, from gameplay systems to backend REST APIs.

Over the course of my career, I have designed and shipped gameplay architecture, AI systems, and player controllers across action, simulation, hyper-casual, and metaverse titles, while also implementing custom servers, REST APIs, and multiplayer networking (Photon PUN2, Photon Fusion, Mirror, AccelByte). At Big Immersive, I developed WebGL, Oculus, mobile, and AR games for a cross-platform Metaverse platform, working across both Unity and Unreal Engine AI and controller modules. Currently, at WaxonIT Solution, I am architecting a real-time multiplayer Ludo game, including live streaming and voice chat via Agora, and a socket-based bot and gifting system connected to backend APIs -- work that draws directly on both my client-side Unity skills and backend integration experience.

I have also built and shipped AR integrations (AR Foundation face filters, AR NFT placement, web-hosted AR experiences) and led teams of up to seven junior developers at Geni Team, revamping existing codebases for efficiency while meeting client deadlines. My full portfolio, including published titles and case studies, is available at hashirali.com.

I would welcome the opportunity to bring this combination of Unity and Unreal depth, multiplayer and backend integration experience, and AR/VR specialization to your team. Thank you for considering my application -- I look forward to the possibility of discussing how I can contribute.

Sincerely,

Hashir Ali