Umair Khalid

Senior Unity Developer | Unity Game Engineer | C#

Contact

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Skills

- Unity Engine (2D & 3D)
- C#, Unity, Gradle, Android Build Pipeline, Android Studio
- Cross-Platform Development
- Multiplayer Networking
- Object-Oriented Programming (OOP) & Fundamentals
- Gameplay Programming
- Debugging & Testing
- Software Architecture
- Game Architecture
- Design Patterns, SOLID Principles
- Gameplay mechanics & AI
- Firebase (Firestore, Realtime Database, Authentication, Cloud Messaging, Analytics)
- Performance optimization (Memory management, Object pooling, Profiling)
- Physics systems (Rigidbodies, Colliders, Raycasting)
- Addressables & Asset Bundles
- Git, Plastic SCM
- REST APIs & WebSockets
- MetaMask & Wallet Integration
- Google Play & App Store deployment

Education

BS Hons — FAST NU Lahore
Completed: 2011

Portfolio

https://umair.ninetailsstudios.com

PROFESSIONAL SUMMARY

Senior Unity Developer with 10+ years of professional experience in Unity game development and C#, specializing in mobile games, gameplay programming, game architecture, multiplayer games and cross-platform development. Strong background in software engineering, physics, AI, debugging, testing and performance optimization. Experienced in developing games from concept through production, optimization and deployment across Android, iOS, WebGL and PC. Experienced in leading development teams, implementing scalable game systems, solving technical challenges and delivering production-ready games. Multiple projects have been launched on Google Play Store, Apple App Store and Amazon Appstore.

PROFESSIONAL EXPERIENCE

Big Immersive (Virtua)

March 2022 – Present

Principal Software Engineer | Senior Unity Developer

- Lead development of Unity-based AAA, mobile, Web3 games and immersive experiences.
- Develop scalable game systems and interactive experiences using Unity and C#.
- Work across gameplay systems, multiplayer functionality, game architecture and performance optimization.
- Build real-time multiplayer experiences using Photon Fusion 1 and Fusion 2.
- Implement multiplayer features including matchmaking, lobbies, sessions, chat systems and friends systems.
- Implement cloud-based systems using Firebase Realtime Database and Firestore for data storage, user progress and leaderboard systems.
- Implement user authentication using Firebase Authentication, OAuth, JWT and third-party login providers.
- Work on cross-platform Unity applications targeting WebGL, mobile, PC and XR platforms.
- Optimize Unity applications for performance, memory usage and low-end devices.
- Debug and resolve issues reported by testers and users while improving gameplay quality and technical stability.
- Work on XR and Web3 experiences involving immersive environments, blockchain-related functionality and wallet integrations.

Projects

Maians Builder SDK

Unity | SDK Development | Firebase | WebGL

- Led the development of a cross-platform SDK & Creator tool integrating Firebase Database for real-time data storage, authentication, overseeing game architecture, feature implementation, and team coordination to ensure timely delivery.
- Supervised a team of developers and artists, providing guidance on coding standards, best practices, and performance optimization.
- Optimized GLB file streaming and asset management, ensuring smooth performance even on low-end devices.
- It is currently in development phase on WebGL, will be used on all platforms including Android, IOS, Windows/Mac and WebGL.

https://maians.io/

Jetpack HyperLeague

Unity | SDK Development | Firebase | WebGL

- Led the complete development lifecycle from concept to deployment, managing all aspects of game architecture, design, programming, and optimization.
- Successfully launched the game on WebGL, Play Store And App Store

Virtua Hub

Unity | Web3 | Multiplayer | 3D Interactive Experience

- Developed a central 3D hub for accessing marketplaces, games, experiences, asset exchanges and navigation portals.
- Worked on interactive environments and systems forming part of the Virtua Prime metaverse ecosystem.

Cardano Land - Virtua Prime

Unity | Web3 | Multiplayer | 3D Interactive Experience

The first crypto island on Virtua Prime, and the Cardano community's true home in the metaverse. You can buy your own land; build your own buildings, structures, and cities, undiscovered areas, all waiting for you to explore and live there forever!

https://dashboard.virtua.com/

Gamers Lounge

Unity | Web3 | Multiplayer | 3D Interactive Experience

Virtua Gamers Lounge offers a unique platform where you can connect with friends, showcase your achievements, and engage in thrilling multiplayer experiences. By Signing up with virtua, you will automatically gains access to the Gamers Lounge, your own personal 3D gateway to the gaming metaverse

NineTails Studios

March 2017 – January 2022

Senior Unity Developer | Head Of Development

NTS focuses efforts on making quality games that can entertain all age groups. We are a team of experienced developers, 3D artists and modular striving to become a leading force in the gaming industry, working for different clients and publishers.

- Assisted in project management tasks, including defining project scopes, setting milestones, and overseeing resource allocation, ensuring timely project delivery and efficient workflow.
- Provided guidance to junior developers, encouraging collaboration and making sure the team followed consistent and efficient coding practices.
- Played an integral role in the conceptualization and design of various Android games on the Google Play Store and Amazon Appstore, including designing game mechanics, developing storylines, and creating character development.

https://www.ninetailsstudios.com

LIVE PROJECTS

https://www.amazon.com/Army-Frontline-Special-Forces-war/dp/B07C3RV6J7
https://www.amazon.com/Game-Zombie-Survival-Target-Shooting/dp/B07HXVRMBX
https://www.amazon.com/Call-Army-Sniper-Duty-Frontline/dp/B07C5Y94PM
https://play.google.com/store/apps/dev?id=5932596189313949745
https://www.amazon.com/Gun-War-Modern-Strike-Shooting/dp/B07CGM66B8
https://www.amazon.com/s?i=mobile-apps&rh=p_4%3AAction+Trend+Games&search-type=ss
https://play.google.com/store/apps/details?id=com.frenzygames.fgs.wild.animal.hunting.sniper
https://www.amazon.com/Game-Survival-Mega-Shooting-War/dp/B07H7LYTWX
https://play.google.com/store/apps/details?id=com.frenzygames.fgs.garbage.trash.dump.truck
https://play.google.com/store/apps/details?id=com.mobilegameslab.superfast.car.drift.racing
https://play.google.com/store/apps/details?id=com.free_action_simulation.trendgames.playercarbattleground.freefire
https://play.google.com/store/apps/details?id=com.action.canon.smash.game

Galassia Studios

May 2014- November 2016

Unity Team Lead | Senior Software Engineer

Galassia Studios is a UK-based game development company operating globally and a child company of Sunstar Technologies. Focusing on quality games.

- Developed Unity-based games and applications for multiple platforms.
- Implemented game functionality and technical features.
- Contributed to game performance optimization across different devices.
- Collaborated with cross-disciplinary teams to deliver game features.
- Participated in testing, debugging and technical problem solving.
- Maintained awareness of emerging game-development technologies and practices.

GameView Studios

June 2011 - February 2014

Senior Software Engineer

GameView Studios is a leading publisher of free-to-play games for iOS, Android and other mobile platforms. Founded in 2010, GameView is committed to building high-quality games that are social, engaging and fun for audiences of all ages.

- Worked on converting an existing Android game to Unity, gaining practical experience with Unity-based game development and C#.
- Recreated existing gameplay mechanics and game functionality within the Unity Engine.
- Explored Unity's game-development workflow, including scene setup, gameplay implementation, physics and interactive systems.
- Worked on adapting the game for Android mobile deployment.
- Participated in testing, debugging and resolving gameplay and technical issues during the conversion process.
- Collaborated with the production team on development requirements, implementation and delivery.