

AHMAD RAZA

Unity Game Developer (C# / 3D Mobile & Simulation Games)

Pakistan (Open to Relocation to the EU — Visa Sponsorship Required) | +92 302 1525884 | ahmadraza1525884@gmail.com

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PROFESSIONAL PROFILE

Unity Game Developer with 2+ years of professional, production-shipped experience building 3D mobile simulation and vehicle-driving games in C#/Unity for European and international studios. Specialised in gameplay systems, realistic vehicle physics, performance optimisation for low-end Android hardware, and clean, maintainable architecture (OOP, SOLID, Scriptable Objects, Object Pooling). Delivered a 40% performance improvement on a shipped mobile title. Currently seeking a Unity Game Developer role in Germany / the EU; professional working proficiency in English and available for remote onboarding ahead of relocation.

SKILLS

Unity 3D, Unity 2D, C#, Object-Oriented Programming (OOP), SOLID Principles, Clean Architecture, Scriptable Objects, Object Pooling, Vehicle Physics, Player Controllers, Camera Systems, Game State Management, Unity UI, Animator, Timeline, Cinemachine, Android Build Pipeline, Performance Optimisation, Draw-Call Optimisation, Batching, Profiling, Mobile Game Development, Git, GitHub, Agile, Scrum, Ads SDK Integration, Analytics SDK Integration, Debugging, Quality Assurance (QA)

PROFESSIONAL EXPERIENCE

Unity Game Developer — Innovative Tech

Jul 2025 – Jan 2026

- Built and shipped scalable gameplay systems, player controllers, realistic vehicle mechanics, UI, and camera systems for 3D mobile simulation titles.
- Optimised mobile game performance through profiling, asset pipeline improvements, and draw-call reduction; integrated animation, audio, and third-party assets.
- Collaborated in an Agile/Scrum team, using Git-based workflows for version control and code review.

Unity Game Developer — Bit Square Company

Aug 2024 – Jul 2025

- Developed core gameplay systems, UI flows, and reusable architecture adopted across multiple mobile titles.
- Integrated Ads and Analytics SDKs to support monetisation and product decision-making.
- Improved overall game performance by up to 40% through systematic use of Object Pooling and memory management best practices.

SELECTED PROJECTS

- Mud Truck Off-Road — 3D off-road vehicle driving simulation (mobile).
- Tractor Farming Simulator — Mobile farming and vehicle simulation game.
- Bus Pick & Drop — Passenger transport simulation game (mobile).
- Euro Truck Cargo — Cargo-hauling truck driving simulation (mobile).
- Mini Bus City — Urban driving simulation game (mobile).

EDUCATION

BS in Software Engineering — The Islamia University of Bahawalpur, Pakistan (2021 – 2025)

LANGUAGES

- English — Professional Working Proficiency
- Urdu & Punjabi — Native

ADDITIONAL INFORMATION

- Open to relocation across the EU; visa sponsorship required.
- Available for remote technical interviews and async onboarding.
- Portfolio and playable builds available on request.