



# ALI HASSAN RAZA

## Senior Unity 2D/3D Game Developer

### About Me

I'm a Senior Unity 2D/3D Game Developer with 6+ years of experience delivering high-performance games for Mobile and PC. Expert in full-cycle development, multiplayer integration, and monetization (Ads/IAP). Dedicated to clean architecture, scalable gameplay systems, and polished UI/UX to create market-ready products.

### Contact

- +92 323 1523101
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Pakistan / Remote

### Language

- English
- Urdu, Hindi

### Expertise

- Game Development
- Unity Game Development
- 2D/3D Game Development
- Mobile Game Development
- Multiplayer Game Development
- Game Mechanics Development
- Game Design
- Player Experience (UX)
- Game Optimization
- Game System Development
- Android Game Development
- iOS Game Development

### Experience

#### Fiverr Freelance Unity 2d & 3d Game Developer Mar 2024 Present

I Developing high-quality 2D/3D games for mobile (Android, iOS) and PC, specializing in full-cycle development, gameplay systems, multiplayer, monetization (ads & IAP), and performance optimization. Delivering scalable, polished, cross-platform games from concept to market-ready products

#### Senior Unity Game Developer in Absolotics Freelance Remote | Nov 2019 - Jan 2023

I Developed and maintained 2D/3D Unity games (racing, FPS, etc.), implementing core gameplay systems, optimizing performance, and integrating monetization (ads). Collaborated with designers and artists to deliver polished, stable, and engaging gaming experiences.

#### Senior Unity 2d & 3d Game Developer in Binary Code Freelance Remote | March 2023 To Dec 2024

I Developed 2D/3D Unity games across multiple genres, delivering end-to-end solutions. Designed gameplay systems, implemented multiplayer, integrated monetization (Ads & IAP), and optimized performance for smooth cross-platform play.

### Education

#### COMSATS University Islamabad Computer Software Engineering May 2021 - May 2025

### Certificates (Google Coursera)

#### Unity: Design & Deform Meshes for 3D Geometry Control Unity: Design Procedural Surfaces with Noise Functions

### Skills Summary

Unity Game Development	100%
2D/3D Game Development	100%
Game System Development	100%