

MUHAMMAD ADIL

UNITY DEVELOPER

CONTACT

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<https://indevgames.github.io>

Tangi, Charsadda, Peshawar city

SKILLS

Unity 3D & Unity 2D

Cutscene (Timeline)

Blend Trees Animation & Animator

Optimization (Profiler, Frame Debugger)

GitHub & GitLab (GitBash & Desktop)

OOP SOLID Principle and patterns

Clean Code and Dependency injection

Problem Solving & Bug Fixing

XCode (App Store Publishing)

Google Play Console Publishing

Ads Integration (Admob, Aplovin,Unity)

Strong Communication

EDUCATION

Bachelor Of Computer Science

University Of Agriculture Peshawar.

2018-2022

Faculty Of Science

Higher Secondary School Sherpao.
Subject Mathematics

2015-2017

PROFILE

Unity Game Developer with 5+ years of experience designing and implementing gameplay systems, enemy AI, and combat mechanics. Expert in C#, object-oriented programming, and performance optimization. Proven ability to build scalable systems and deliver polished, engaging player experiences.

WORK EXPERIENCE

Game Developer

AptechMedia Solutions 2022-2024

- Designed and implemented gameplay systems to improve player engagement and retention.
- Rebuilt and optimized game levels for better scalability and performance.
- Prototyped and tested new gameplay features based on modern development trends.
- Debugged and optimized performance using Unity Profiler and debugging tools.

Key Project – Mogaland :

- Collaborated with a senior German developer on gameplay system design and implementation.
- Improved level structure and modular systems for better maintainability.
- Contributed to bug fixing and new map integration.

Monetization & Ads System:

- Implemented ad mediation system integrating multiple ad SDKs (AdMob, AppLovin, Unity Ads).
- Developed a fallback mechanism where secondary ad networks serve ads if the primary network fails.
- Optimized ad placement and delivery to improve revenue and user experience.

Game Developer

Metal Heart Studio (MHS) 2020-2022

- Developed core gameplay systems including melee and ranged combat mechanics.
- Implemented enemy AI (attack, dodge, obstacle interaction) for dynamic combat behavior.
- Designed mission systems to enhance gameplay flow and replayability.
- Wrote clean and scalable code using object-oriented programming principles.

Key Project – Superhero Game:

- Designed and developed a superhero-based mobile game from the ground up using Unity and C#.
- Optimized game performance for a smooth player experience.
- Achieved strong results in downloads and revenue on the App Store.

Freelance Unity Developer

Self-Employed | 2024 – Present

- Developed custom gameplay systems, AI behaviors, and combat mechanics for clients.
- Delivered complete game features from concept to deployment.
- Built modular and scalable systems tailored to client requirements.
- Collaborated with clients to iterate and refine gameplay experiences.