

Sannan Zahid

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Portfolio: <https://www.sannanzahid.com/>

Home: Dubai, UAE

ABOUT ME

I am a highly accomplished Senior Game Developer and Team Lead with a proven track record of designing and developing top-selling games that have generated millions in revenue and significantly enhanced player experiences. With over 9 plus years of experience, I have successfully led teams of developers, reducing project timelines by 30% through agile methodologies and workflow optimization. My passion for gaming and continuous learning drives me to stay at the forefront of technological advancements. I am eager to leverage my expertise in game development, team leadership, and user engagement to create innovative and immersive gaming experiences in my next role. Reach out for more details or to see my portfolio.

WORK EXPERIENCE

Unity Team Lead

NOBORDER.z INNOVATIONS [09/2023 - 10/2024]

- **Managed a team of developers** working on multiple metaverse products. My task was to organize the team and divide up task, then publish it to Google and Apple store, while working on core features and providing technical support to the team.
- **Developed core features** like card mechanics, card animations, dynamic store for users to customize their avatar, world selection system for user created worlds and company created worlds, Web3Auth for Login and signup.
- **Optimized and resolved heating of devices** for existing products, optimizing products though unity profilers, improving app performance to run on low-end devices as well. Performed functional, performance, and usability testing.
- Managed developer timelines using agile project **management tool Notion**, leading to a 30% increase in development efficiency, providing technical support.
- Initiated a cross-functional workflow with the art team to streamline asset integration, improving deployment speed by 25%

City: Lahore | Country: Pakistan

Tech: Unity3D, C#, JavaScript, Photon Multiplayer, JSON, AWS, API's, Metaverse, Optimization, Android, IOS, VR, Google Console, Apple Console, Prompt Engineer, Generative AI, Copilot, ChatGPT, Git

Senior Unity Developer

Time Tic Studios [04/2022 - 08/2023]

- Developed **Open-World games** which had a good user base and gameplay session time of 1 - 1.5 hours.
- Implemented **AI navigation system** that improved in-game **NPC behaviors using state machine**, thereby enhancing the overall user experience.
- **Optimized** existing codebase through profiling and deep debugging using unity profiling packages, improving physics leading to a 40% reduction in memory usage and smoother gameplay experience using, Object pooling, unity job system and burst compiler.
- Write **Editor Extensions** for other developers to increase productivity and developed tools to increase level design process.
- **Collaborating with UX/UI designers** to develop intuitive and responsive user interfaces, enhancing the overall user experience.

City: Lahore | Country: Pakistan

Tech: Unity3D, PlayFab, Photon Multiplayer, C#, JavaScript, Job system, Burst Compiler, SOLIDS, Design Pattern, Editor Extensions, Unity Profiler, Third Party Plugins, Android, IOS, SVN, Git, Prompt Engineering.

Senior Gameplay Engineer

Revolt Studios Private Limited [02/2019 - 03/2022]

- Developed multiplayer games using photon services.
- Created custom editor extensions and plugins within Unity to streamline the workflow of designers and artists, enabling them to efficiently create, modify, and manage game assets and environments.
- Crafted **Simulation, Hyper casual, FPS Shooting, Racing and 2D Puzzle** games, also worked on
- **early-stage prototyping** to test the concept.
- Developing Plugins and created re-usable **game templates** for rapid development, also Maintain the Quality of the product with optimized performances through quality setting targeting **high-end and low-end devices** for Android and IOS.
- Implementing advanced physics and control algorithms for realistic vehicle behavior in the **driving simulator**, ensuring a high level of accuracy and user immersion.

City: Lahore | Country: Pakistan

Tech: Unity3D, C#, Multiplayer, Prototyping, Optimization, Technical Problem Solving, Firebase, Android, IOS, VR

Unity Developer

Technoglobin [02/2017 - 01/2019]

- Developed casual, shooting and racing games from scratch.
- Wrote optimized codebase using design patterns, resulting in to 25% improvement in game performance and a smoother user experience.
- Performed **unit-testing on early-stage prototyping**, identifying critical bugs and issues early

City: Lahore | Country: Pakistan

Tech: Unity3D, C#, Level Design, POC, troubleshooting, Editor Scripting, Android, IOS

Jr. Software Engineer

Friss Studio [10/2015 - 01/2017]

- Joined the team as Intern, then was promoted to Jr software engineer, where I worked with senior developers on **Shooting FPS, TPS, Simulation, 2D and 3D** games, working on improving game ideas as a passionate gamer, working on bugs fixing and creating games from scratch, as well as using unity templates and also used third party plugin from unity asset store.

City: Lahore | Country: Pakistan

Tech: Unity3D, C#, POC, HTML, CSS, JavaScript

Intern Web Developer

MULTILINX PRODUCTS LTD [07/2015]

City: Lahore | Country: Pakistan

Tech: HTML, CSS, JavaScript, PHP, MVC, WordPress

SKILLS

- Game optimization and performance tuning
- Game analytics and metrics
- Build pipeline and automation Tools
- Cross-platform development
- Version control systems (e.g., Git, SVN)
- Virtual reality (VR) and augmented reality (AR) development
- Networking and multiplayer systems
- Understanding of game physics and artificial intelligence
- Game Testing and Debugging
- Monetization Strategy Development
- Collaboration with Cross-Functional Teams
- Mobile Game Development
- Creation of Visually Stunning Game Assets
- Workflow Optimization and Process Improvement
- Game design and development
- Programming languages (e.g., C#, JavaScript, LUA)
- 3D modeling
- Mentoring and training junior developers
- Generative AI Prompt Engineering
- Mentor and Coach the team to enhance their skills and competencies.
- Photoshop

EDUCATION

Bachelor of Computer Science

UCP - University of Central Punjab [2013 - 2017]

City: Lahore | Country: Pakistan | Website: <https://ucp.edu.pk>

ACHIEVEMENTS

Awards: Employee of the year at Revolt Studios child company of OZI Group,

Employee of the month at TimeTicStudio.

Employee of the month at Technoglobin.

Achieved (2013 – 2016): Scholarship in Academics

Interests: Music, Programming, Gaming