

M. Hassan Mustafa

Senior Game Developer
Unity 2D/3D, C#

[Portfolio Link \(Click to see\)](#)

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Summary

Senior Game Developer with **6+ years** of experience building scalable game systems using **Unity (2D/3D)** and **C#**. Delivered 100+ projects across **Android, iOS, Web, VR, and AR** spanning multiple genres, while leading teams and translating client requirements into **robust gameplay solutions**.

Portfolio Link

<https://hassanmustafa.com>

Work Experience

Senior Game Developer, Tecshield LLC, Lahore | 2019-Present

- Joined as a Junior Game Developer and progressed to Game Developer and Senior Game Developer based on **technical contributions** and **leadership**
- Led a team of 6 Unity developers, mentored junior engineers, and conducted code reviews to ensure clean architecture and coding standards
- Completed **6+** years at Tecshield
- Delivered **100+** Unity based games and applications to clients worldwide
- Designed **scalable gameplay architectures and development workflows** using modular systems and reusable components, reducing development time by **30–40%**
- Collaborated with major game publishers like **Voodoo, Kwalee, and Homa** on **Hyper Casual** and **Casual** game projects
- Collaborated with **clients, designers, web and QA teams** to translate requirements into technical implementations
- Managed milestone planning and task prioritization to ensure **on-time delivery of multiple concurrent projects**
- Utilized profiling tools to identify **CPU, GPU, and memory bottlenecks**, improving performance and stability on mid-range mobile devices
- Integrated **third-party SDKs** including **Ads, Mediation, SSO, Analytics, and In-App Purchases**

Skills

- Unity (2D/3D) & Unity Tools
- C#, C++
- Game Architecture
- Game Physics & 3D Mathematics
- Mobile Game Development (Android / iOS)
- Cross-Platform Development
- Compression Techniques
- SOLID principles
- Design Patterns
- AR / VR Development
- Version Control Systems
- Debugging & Profiling
- Performance Optimization
- SDKs Integration (Ads, Analytics, IAPs, SSOs)

Education

B.S. in Information Technology 2015-2019
Faculty of Computing & Information Technology
University of the Punjab (QS world Ranking: 570)
Lahore, Pakistan

Certifications and Courses

Game Development: Create Engaging Games 3/2026
Voodoo Academy (Online)
Developed strong expertise in **game polishing** and **retention optimization**

Management: Entrepreneurship 8/2025
LUMS, Lahore
Developed ability to transform ideas into **product-market fit** through structured validation and iteration

Arts: Drawing and Sketching 9/2025
LUMS, Lahore
Strengthened understanding of **color theory** and **visual design**, applied rapid sketching for **concept ideation**

Nominable Projects

Cricket VR Game (in progress) UK based client Developed a realistic VR cricket experience with advanced physics , animation blend trees, and optimized performance for VR platforms	Unity, C#, VR, Oculus Quest 3	2025-Present
<u>Popology Cross Platform Web App</u> USA based client Built a unified content platform by integrating major social media APIs (Facebook, Instagram, Vimeo, YouTube) into a single aggregated system for creators and viewers	Unity, C#, Web, VR, Mobile, Desktop, Mac	2025
<u>Protectee Planner - Home Design Web App</u> USA based client Developed an interactive 2D & 3D home design platform with custom undo/redo, save/load systems, and runtime editing capabilities	Unity, C#, Web, Mobile, Desktop, Mac	2024