Ali Ahmad

GAME DEVELOPER

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Portfolio

Unity 3D Developer and Senior Software Engineer with 6+ years of hands-on experience building polished gameplay systems, scalable architectures, and high-performance mobile, Steam, and AR games. Strong in C#, MVP/MVC architecture, custom Unity Editor tooling, performance optimization, and end-to-end store releases. Actively integrates AI-assisted development tools (Cursor and CodeRabbit) into daily workflows to accelerate prototyping, UI delivery, and code reviews while maintaining high code quality.

WORK EXPERIENCE

UserWise, Lahore | Apr 2024 – Present

Senior Software Engineer – Unity Developer (C#)

- Engineer core gameplay and LiveOps features for Fruit Ninja 2, delivering live content and runtime performance optimizations for a franchise enjoyed by 1B+ players.
- Contributed extensively to the development of Fruit Ninja Adventures, building core gameplay systems, multiple game modes, the progression loop, and the Dojo system.
- Architecting a new unannounced title from the ground up using the MVP pattern after leading the team's migration from MVC for cleaner, modular, and more testable codebases.
- Design and build designer-friendly Unity Editor tools to streamline content setup, reduce manual configuration, and speed up feature iteration.
- Actively use AI development tools (Cursor and CodeRabbit) in day-to-day workflows to accelerate UI delivery, prototype gameplay features faster, and catch edge cases through automated PR reviews.
- Own end-to-end build workflows, CI/CD pipelines (GitHub Actions), and production releases across Google Play and the App Store.

GenITeam Solutions, Lahore | Mar 2022 – Apr 2024

Senior Software Engineer – Unity Developer (C#) (Jan 2024 – Apr 2024)

- Contributed as a Gameplay Programmer on multiple action, simulation, and casual projects.
- Led system architecture and technical design of reusable, scalable Unity gameplay frameworks across mobile and Steam projects.
- Managed team planning, sprint coordination, and product release workflows.
- Mentored software engineers, conducted code reviews, and drove key architectural decisions to improve team velocity and code maintainability.
- Partnered closely with game designers and artists to align technical implementation with creative goals and ship cohesive games on schedule.

Software Engineer – Unity Developer (C#) (Mar 2022 – Jan 2024)

- Built and shipped 2D and 3D games end-to-end—from initial prototyping to store release—for a studio serving a 50M+ global user base.
- Engineered modular gameplay mechanics, puzzle and stealth systems, ScriptableObject-driven architectures, and responsive character controllers in C#.
- Actively participated in project planning and design discussions with Game Designers to ensure smooth feature implementation.
- Designed and implemented enemy and NPC AI behaviors using finite state machines, NavMesh navigation, and custom pathing systems.
- Implemented profiling, performance optimization, and memory management strategies to improve runtime efficiency.
- Supported cross-disciplinary collaboration by guiding the art team in creating optimized models, VFX, and animations.
- Developed custom shaders, VFX, cutscenes, and internal Unity Editor level-building tools to empower designers and accelerate level production.
- Conducted R&D on Unity tools and technologies, including addressable assets, asset bundles, and animation systems, to keep projects up to date with the latest practices.
- Handled LiveOps content updates, crash and ANR resolution, legacy codebase refactoring, and third-party SDK and ad mediation (MAX) integration on live titles.

Brilliant Gamez, Lahore | Aug 2020 – Feb 2022
Game Developer – Unity Developer (C#)

- Built, optimized, and published mobile games end-to-end on Google Play and the App Store.
- Engineered responsive vehicle physics, custom car handling controllers (RCC), and interactive track and stunt mechanics.
- Applied strong OOP principles in C#, UI implementation, and performance optimization to deliver smooth gameplay across Android and iOS devices.
- Gained hands-on experience with cutscene creation, particle system scripting, and VFX & SFX implementation for immersive player experiences.

TECHNICAL SKILLS

- **Programming & Architecture:** C#, OOP, Software Architecture (MVP / MVC), ScriptableObjects, Design Patterns
- **Game Development & Unity:** Unity 3D (2D/3D, AR), Gameplay Programming, AI & State Machines (NavMesh), Physics & Controllers, Custom Editor Tooling, Shaders & VFX, LiveOps
- **AI Workflows & Delivery:** Cursor (AI Code Editor), CodeRabbit (AI PR Reviews), CI/CD & GitHub Actions, Git, Unity Profiler, Google Play Console & App Store

EDUCATION

B.Sc. in Computer Software Engineering | 2017 – 2021
COMSATS Institute of Information and Technology, Attock

LANGUAGES

English – Fluent
Urdu – Native