Ehtisham ul haq

Unity Mobile Game Developer

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PROFILE

Unity Developer with 3 years of professional mobile game development experience across the full lifecycle — gameplay mechanics, UI, physics, SDK and monetization integration, performance optimization, and store-ready builds — with multiple games published on Google Play and Amazon.

Experienced in maintaining and updating live titles through bug fixes, feature enhancements, and performance patches. Hands-on with touch and joystick controls, ad networks (AdMob, Unity Ads, AppLovin), rewarded ads, in-app purchases, and Firebase. Strong focus on clean, modular code and polished, stable gameplay on mobile hardware.

EXPERIENCE

Onyx Games, Unity Developer

02/2025 – 10/2026
Islamabad

- Developed a physics-based Screw Puzzle game from scratch across 3 shipped versions, using Unity's Hinge Joint system and sprite masking, expanding content to 20+ levels with full monetization integration.
- Resolved a critical crash in the in-app purchase pipeline, restoring reliable transaction completion for live users on Amazon.
- Maintained and updated two live titles post-launch, delivering bug fixes, feature enhancements, and performance optimizations for production environments.
- Built modular AI behaviors using NavMesh (patrol, chase, attack) and OOP principles, improving system scalability and reducing iteration time across projects.
- Reskinned and optimized an FPS sniper game (upgraded from Unity 2018 to Unity 6), adding action-camera animation on bullet hit, level-intro camera animation, updated UI, and fixing core gameplay bugs.
- Developed a complete Bike Racing game, building on a bike controller and expanding it into a full game with 4 tracks, bike and rider customization, and spline-based bike AI opponents.
- Built a pre-made football game's UI and gameplay systems on top of a state-machine architecture, fixing physics/collision bugs (out-of-bounds ball, corner-kick positioning, long-pass camera clipping) and integrating full team/player selection UI.

Quantum, Unity Developer

10/2023 – 01/2025
Islamabad

- Built an immersive VR game for Meta/Oculus, implementing REST API integration and a WebP decoding pipeline.
- Developed a third-person RPG featuring multiple playable characters, each with unique combat abilities, integrating Firebase (authentication & real-time database) and ad/IAP monetization.
- Developed core gameplay systems across RPG and simulation genres, including enemy lock-on mechanics, AI worker behaviors, and player progression logic.
- Designed a JSON-based save/load system alongside Firebase real-time database integration, and contributed to feature development and system architecture across 4+ projects simultaneously.

PROJECTS

Screw Puzzle (3 versions), Onyx Games

- Designed and built a physics-based puzzle game from scratch using Unity, covering gameplay, UI, and progression across 3 shipped versions.
- Implemented core mechanics using Hinge Joint and interactive systems, expanding content to 20+ levels.
- Integrated Ads and In-App Purchases and shipped store-ready builds for Android and Amazon.

Tile Match Puzzle Master, Onyx Games

- Added features to an existing 3D puzzle game, including a rewarded-ad extra-slot mechanic and hint and undo power-ups.
- Fixed an item-collection bug affecting the magnet power-up.
- Reworked game design to make better use of ads and in-game currency; integrated AdMob, then AppLovin, plus in-app purchasing.

FPS Sniper 3D, Onyx Games

- Upgraded an existing 3D FPS sniper game from Unity 2018 to Unity 6 and fixed gameplay bugs.
- Added action-camera animation on bullet hit and level-intro camera animation to improve game feel; updated UI.
- Integrated AppLovin ads and in-app purchases.

Coffee Craze: My Cozy Cafe, Quantum

- Built a coffee shop simulation game covering production, customer service at counters and drive-thrus, and business growth.
- Implemented AI workers and an upgrade system for player abilities and staff hiring.
- Saved player data in JSON format for seamless progression.

PORTFOLIO

Wood Screw Nuts & Bolts • Screw Puzzle 3D – Logic & Brain Game • Sniper Ops: Gun Shooting Games • Hole in One - Suck up Gold & Tag Diamonds • Burger Attack - Food Adventure • Tile Match: Triple Tap Puzzle

SKILLS

Core Development: Unity (Prefabs, Physics, UI Systems), C#, OOP & Modular Architecture, Gameplay Systems Design

Mobile Development: Touch & Dual-Joystick Input, Mobile Performance Optimization, Store-Ready Android/Amazon Builds, Live Game Support

Monetization & SDKs: AdMob, Unity Ads, AppLovin, Rewarded Ads, In-App Purchases (IAP), Firebase (Auth & Realtime Database), REST API Integration

Debugging & Stability: Crash Debugging, Build Stability, Bug Fixing on Live Titles

Data & Tools: JSON Save/Load Systems, Blender

AI, AR & VR: NavMesh, Enemy AI, Meta/Oculus VR Development, Vuforia AR Image Tracking

EDUCATION

COMSATS University Islamabad, Bachelor's of Science | Computer Science 2019 – 2023

Wah Cantt

FG Degree College for Men, Intermediate | ICS 2017 – 2019

Wah Cantt