

Muhammad Owais

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GAME DEVELOPER

Passionate **Unity game developer** with **5 years of experience** specializing in creating immersive, high-performance games across diverse genres such as **puzzle**, **hyper-casual** and **simulation**. Proficient in C# and Unity, with a proven track record of delivering polished games and innovative features.

EDUCATION

Fast-Nuces

Bachelor of Science in Computer Science

Islamabad, Punjab, Pakistan

Aug 2016 – Dec 2020

EXPERIENCE

Senior Game Developer

AAAA Gaming

Dec 2024 – Present

Remote – Muscat, Oman

- Developed multiple puzzle game prototypes, including **Car Lot Escape** and **Bike Sort Out**, driving early-stage ideation and proof of concept.
- Implemented advanced grid-based mechanics and level design workflows to streamline content creation for **puzzle** and **hyper-casual** titles.
- Integrated third-party SDKs for **analytics**, **ads mediation**, and **A/B testing** to support data-driven product decisions.
- Mentored junior developers by conducting **code reviews** and knowledge-sharing sessions, promoting best practices in Unity development.

Game Developer

MindStorm Studios

Nov 2023 – Dec 2024

Onsite – Lahore, Punjab, Pakistan

- Worked on **Hexa Sort** features:
 - Implemented localization, translating the game into **12 languages**, expanding the game's reach to a global audience.
 - Developed the **CandleStick feature** by integrating the CS SDK, enabling users to join the Hexa Club by signing up with their phone numbers and receiving offers via deep links.
 - Completed several **QOL (Quality of Life)** improvements, streamlining user experience and boosting player retention.
 - Integrated **Battle Pass** UI themes for 12 different months.
 - Integrated **Firebase Cloud Messaging (FCM)** for push notification subscriptions based on country-specific topics, sending localized notifications in the respective language of each country.
 - Implemented a **deep link system** for all Hexa Sort features, delivering deep links via push notifications or Adjust campaigns to retarget users.
- Provided regular updates and feature improvements to in-house games **Tile Garden** and **MBL**.
- Worked with **Lion Studios** LiveOps team and refactored **Animal Transform** & **Webbi Boy**.

Junior Game Developer

Invogue Technologies

May 2021 – Nov 2023

OnSite – Lahore, Punjab, Pakistan

- Designed and developed dynamic and immersive games using **Unity** and **C# programming language**.
- Worked with **APIs** to integrate game services such as **firebase analytics**, **GoogleAdMobs** and **In-App purchases (IAP)**.
- Optimized game performance** and **speed** through various optimization techniques such as level of detail (LOD) management, texture compression, and sound compression.
- Implemented gameplay mechanics and interactive elements to enhance **user experience**.
- Below are the Google Play Store links for the games that I have developed during my tenure at **Invogue Tech**:
Dirt Bike Racing Game.
Car Racing Game.

Game Development Summer Program 2022

MindStorm Studios

June 2020 – Sep 2020

Remote – Lahore, Punjab, Pakistan

- Successfully completed the program by collaborating with seasoned developers to acquire knowledge and skills in the field of **game development** and **design**.

TECHNICAL SKILLS

Languages : C#, C, C++
Frameworks : Unity UI, Unity Timeline, Cinemachine
Dev Tools : Unity, Visual Studio, Rider, Android Studio, XCode, Git, Source Tree

PROJECTS

<u>Paper Boat</u>	<i>Unity 3D, C#, Rider</i>	<u>GamePlay Link</u>
• At the Rockey Game Jam 2022 hosted by MindStorm studio, I designed and developed a 3D hyper-casual game with a nostalgic theme using Unity. • Controls: Touch & Hold mechanism to control paper boat. • Economy: Collect coins & unlock different boats.		
<u>Sling Football</u>	<i>Unity 3D, C#, Rider</i>	<u>GamePlay Link</u>
• Developed a 3D physics based puzzle game in which user will use his slingshot skills to aim and launch footballs at targets on the field with a variety of challenging levels and obstacles to overcome. • Controls: Touch & Hold mechanism to aim football at goal position. • Economy: User will get stars on the basis of no of moves.		

ACHIEVEMENTS

- Participated in winter game jam 2021 & 2023 at MindStorm studio
- At the Rocky Game Jam 2022, Paper Boat was awarded the Best Outstanding Art award and now published with M-Labs under their incubation program
- At the Global Game Jam 2025, developed a puzzle game inspired by bubble sort mechanics that secured 1st position locally in Pakistan