

HUSNAIN HAIDER (Senior Game Programmer)

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SUMMARY

Software Engineer with 6+ years shipping cross-platform games on mobile (iOS/Android), PC, and console using Unity, Unreal Engine, and C#/C++. Specialized in porting, platform integration, and performance optimization across diverse hardware targets. Experienced in Scrum teams collaborating closely with artists, designers, and developers to ship polished, high-performance titles.

TECHNICAL SKILLS

Languages:	C# (advanced), C++, Python, JavaScript, TypeScript
Engines:	Unity3D, Unreal Engine, Custom Engine Experience
Platforms:	iOS, Android, PC, PlayStation, Xbox, Nintendo Switch, WebGL
Porting:	Platform SDKs, Input Interfaces, Achievements/Trophies, Controller Layouts, Shop Integration
Graphics:	Shaders, Shader Graph, 2D/3D Rendering, Animations, VFX, URP, Spine
Optimization:	Memory/Rendering/Performance Profiling, Build Pipelines, Frame Budgeting, Draw Calls
Tools:	Git/GitLab, CI/CD, Jira, Scrum/Agile, Visual Studio, RenderDoc, Platform Profilers

PROFESSIONAL EXPERIENCE

XR Engineer (Unity)	ZAUBAR , Berlin	07/2025 – Present
<ul style="list-style-type: none">Ported and optimized 12+ Unity modules across Android, iOS, and WebGL, cutting frame drops by 40% per target platform.Resolved 50+ platform-specific issues including SDK integration, input handling, and rendering differences in a 200K+ line codebase.		
Unity and AR Developer	Bosch , Berlin	02/2025 – 07/2025
<ul style="list-style-type: none">Optimized rendering, memory, and asset loading pipelines for mobile AR hardware, reducing load times by 35% across devices.Extended a 150K+ line codebase with 8 platform-adapted features, integrating platform-specific SDKs and build configurations.		
Software Engineer	Studio Mega Fury , Pakistan	07/2021 – 03/2024
<ul style="list-style-type: none">Shipped 3 mobile titles across iOS and Android with platform integration (ads, analytics, shop SDKs), reducing crashes by 30%.Led 4 developers in Scrum sprints, managing build pipelines, code reviews, and cross-platform QA across mobile device tiers.		
AI Programmer	Trio Ford Solutions , Australia (Remote)	10/2020 – 06/2021
<ul style="list-style-type: none">Built modular C#/C++ gameplay systems optimized for mobile, cutting load times by 25% and memory usage across 4 titles.Ported and optimized across Android, iOS, and PC builds, maintaining stable 60fps on low-end devices with 2GB RAM or less.		

HIGHLIGHTED PROJECTS

Ninja Tashani – 3D RPG Action (Link)	<i>Unity, C#, Mobile Optimization, Shaders</i>
<ul style="list-style-type: none">Built combat systems with animation blending, shader-driven VFX, and controller-ready input on a strict per-frame CPU budget.Optimized 2D/3D rendering, animation state machines, and UI draw calls for consistent 60fps on low-end Android and iOS devices.	
Dead Island Survival (Link)	<i>Unity, C#, ECS, Cross-Platform, Porting</i>
<ul style="list-style-type: none">Built ECS-driven simulation handling 500+ entities with platform-adapted rendering, maintaining 60fps across 3 target platforms.Reduced memory allocation by 40% through object pooling and custom allocators, meeting strict mobile memory constraints.	
Slash Verse (Link)	<i>Unity, C#, Gameplay Systems, Platform Integration</i>
<ul style="list-style-type: none">Built responsive combat and progression systems with profiling-driven tuning, achieving consistent 60fps across 5 device tiers.Integrated platform-specific SDKs, input schemes, and shop flows, resolving 30+ cross-platform issues through regression testing.	
Akrasin MMORPG (Link)	<i>Unity, C#/C++, Networking, Performance</i>
<ul style="list-style-type: none">Architected scalable multiplayer systems supporting 200+ concurrent players with efficient network serialization across platforms.Optimized runtime loading and memory footprint by 35%, enabling smooth performance on mobile devices with 3GB RAM.	
Line of Control – Multiplayer FPS (Link)	<i>Unity, C#, Networking, Controller Support</i>
<ul style="list-style-type: none">Built networked FPS with controller-ready input, hit validation, and state sync, supporting 16 players at 60 tick rate on PC and mobile.Optimized network serialization and rendering pipelines, reducing bandwidth by 30% while maintaining stable 60fps across platforms.	
The Sands of Abzu – 3D Adventure (Link)	<i>Unity, C#, Shaders, AI, Mobile Optimization</i>
<ul style="list-style-type: none">Implemented custom shaders, 8 AI behavior trees, and state machines with clean interfaces, reducing debugging time by 50%.Optimized rendering pipeline and scene logic, cutting draw calls by 45% and holding target frame rate on mobile hardware.	

[Explore more projects on my YouTube portfolio](#)

EDUCATION

MSc Artificial Intelligence	Brandenburg University of Technology, Germany	2024 – 2026
BS Computer Science	University of Engineering and Technology Lahore, Pakistan	2017 – 2021