

Nabeela Hanif

+12135971626 | nabeelahanif326@gmail.com | [Portfolio](#) | [LinkedIn](#) | [GitHub](#)

| Open to remote, available for KST-overlapping hours

SUMMARY

Unity Developer experienced in building and shipping Android mobile games with over 500k total downloads. Strong background in gameplay architecture, systems design, and real time multiplayer using Photon Fusion 2 with server authoritative validation. Experienced with Firebase powered LiveOps, reward systems, CI/CD pipelines, and optimizing games for low end devices. Comfortable owning features from architecture and custom editor tooling through release while contributing to code reviews, technical planning, and collaborative development.

EXPERIENCE

Mid Senior Game Developer — Nplays

May 2025 – Present

Case Deck — Murder-deduction puzzle game

- Built a grid-based deduction puzzle that layers Sudoku placement constraints (one suspect per row and column) over constraint-based clue solving, owning the full architecture, view layer, and DOTween-driven card and board animation systems.
- Designed a data-driven JSON case format (rooms, items, suspect attributes, clue templates, solution map, undo/hint budgets) and authored 10 cases against it, brute-force verifying every clue set resolves to a single valid solution.
- Built a custom EditorWindow Case Builder for authoring and validating cases without touching scenes, plus an art asset manifest pipeline that surfaced naming collisions and data inconsistencies before artist handoff.
- Set up GitHub Actions CI producing a downloadable Android build on every push, and shipped a 7-slide onboarding tutorial covering clue reading, placement, rearranging, and undo/hints.

Walking Heroes: Real-time multiplayer step-tracking game

- Implemented player step-count synchronization and server-side validation for real-time competitive battles, determining authoritative match outcomes across clients and guarding results against tampered client data.
- Built the streak progression and reward-triggering systems on Firebase backend services, including the validation path protecting reward grants.
- Authored fake-date and time-travel debug tooling that let QA validate streak, daily-reset, and reward logic without waiting on real time, cutting verification cycles from days to minutes.

Arrows Cascade (link)

- Designed the cascade resolution system and directional-trigger logic driving multi-step chain reactions across the board.
- Built the level data pipeline and difficulty progression across 50 levels, with authoring handled through a data-driven level format rather than hand-built scenes.

Junior Game Developer — OZI Publishing

Sep 2024 – May 2025

City of Apes — Third person shooter(link)

- Developed combat, mission, and enemy AI behavior systems for an open-world action title, integrating Invector, RCC, MSK Bike and Helicopter controllers into a unified gameplay layer.
- Profiled and optimized for low-end Android using Unity Profiler, asset compression, and custom pooling, raising sustained frame rate from 28 to 45 FPS on Samsung Galaxy A12 and reducing build size by 27%.

Wolf Life Simulator (link)

- Built a 3D wildlife survival game from scratch, configuring animal behavior state machines and locomotion through Malbers Animal Controller.
- Optimized memory footprint and load times for mobile, contributing to 100k+ downloads and sustained positive player reviews.

Game Developer Intern — MindStorm Studios

June 2024 – Aug. 2024

Sparrow's Escape

- Developed a stage-based 2D hyper-casual game featuring slingshot physics, dynamic enemy wave patterns, and collision-driven scoring and progression.

PROJECTS

Multiplayer Prototypes | *Photon Fusion 2*

- Networked gameplay architected from scratch on Fusion 2: host/client authority models, RPCs, NetworkBehaviour state replication, and change-detection rendering.

MergeRush | *Unity, Event Bus, MVC*

- Tower-defense and merge hybrid with grid/tile systems, drag-and-drop merging, an adaptive wave system driven by live board analysis, and a UI architecture built on an event-bus and ViewController pattern.

Hive Haul: Honey Rush | *Unity 2D, MVC, Object Pooling*

- Hexa Sort-style puzzle with a hex board using axial coordinate math and adjacency-based merging, a conveyor system on MVC with factory-based pooling, and a JSON level format with an EditorWindow level-painting tool.

Brainy Bounce | *Unity URP* ([link](#))

- Level-based 3D game in URP with tap-to-shoot mechanics and a modular level challenge system.

TECHNICAL SKILLS

Languages: C#, C/C++

Engine: Unity (2D/3D, URP), gameplay systems, AI behaviors, animation, physics, ragdoll

Multiplayer: Photon Fusion 2, client/host/server authority, RPCs, state synchronization, server-side validation

Backend & LiveOps: Firebase (Realtime Database, Auth, Remote Config, Analytics), remote content configuration, event and reward systems

Build & Delivery: CI/CD (GitHub Actions), Addressables, Asset Bundles, Git, GitHub, SourceTree

Architecture: OOP, SOLID, MVC/MVP, Strategy, Command, Factory, object pooling, event-driven systems, dependency injection

Optimization: Unity Profiler, memory and draw-call reduction, asset compression, low-end Android targeting

Monetization: Rewarded ads, interstitials, ad mediation

Tools: JetBrains Rider, Visual Studio, custom Unity EditorWindow tooling

EDUCATION

Lahore Garrison University

Bachelor in Computer Sciences

Sep. 2020 – Aug 2024