



# HAKIM NAWAZ KHAN

## UNITY GAME DEVELOPER

### OBJECTIVE

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Detail-oriented Unity Game Developer with one year plus experience, seeking to contribute my skills and passion for game development to an innovative team. I am committed to designing and developing immersive gaming experiences while staying up-to-date with the latest industry trends.

### EXPERIENCE

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#### Unity Game Developer

##### June 2023 - Present

- Collaborated closely with the game design team to understand project requirements, gameplay mechanics, and visual aesthetics.
- Wrote clean, efficient, and maintainable code following coding standards and best practices.
- Conducted regular testing and quality assurance to identify and fix bugs, glitches, and gameplay issues
- Collaborated with cross-functional teams to meet project deadlines and deliver high-quality games within budget constraints.

### Projects

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- <https://play.google.com/store/apps/details?id=com.funtopiagames.f1.mobile.racing.car.game>


### EDUCATION


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#### 2021 - present


University University of Science and Technologies  
BS Computer Science

- Concentration: Computer Science
- Relevant courses: Data Structures, Algorithm Design, OOP.

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Pakistan

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### SKILLS

- Unity and C# programming.
- C++ and Java.
- understanding of 3D game development.
- problem-solving and debugging skills.
- Excellent teamwork and communication skills.
- Ability to adapt to new technologies and industry trends

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### LANGUAGES

- English
- Urdu
- Pashto

## Awards

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- The Employee of the month award winner with extensive expertise using unity 3D. Offers well developed analytical skills and an important ability to remain cool in stressful situations.