

# MUHAMMAD SALAL

## Game Developer



### About Me

Unity Developer with over 6 years of experience. I specialize in Hyper casual, hybrid casual, and VR games, with a knack for developing captivating game play mechanics. Proven track record, including a published game with over a million downloads, showcasing my ability to deliver success in the competitive gaming industry.



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### LANGUAGE

- English
- Urdu/Hindi
- Saraki

### SKILLS

- C#
- TypeScript
- Unity
- Cocos creator
- Photon Multiplayer
- Zenject
- Google Firebase (Remote config, Analytics etc)
- IAP
- Mediations (Admob, CAS etc)
- GitHub, unity collaborate
- Rest API's
- mobile/WebGL/PC /Meta Quest

### EDUCATION

#### SOFTWARE ENGINEERING

Sir Syed University of Engineering and Technology 2014 - 2017

#### INTERMEDIATE

Army public school and college 2011 - 2012

### EXTRA-CURRICULAR ACTIVITIES

- Gaming
- GYM
- Internet Surfing

## EXPERIENCE

### Senior Game Developer

OSA Studios -Karachi

Jan 2022 - Present

- Delivered the company's most successful game, 'Dr. Pill' achieving over 1 million downloads
- Creating Hypecasual & HybridCasual games
- Working on peer to peer Multiplayer gaming platform using Cocos engine+ Typescript + node.js
- Writing clean and reusable code using the SOLID principles.
- Working on Mobile and WebGL Platforms
- Using Git for source control
- Trello+Discord+Slack for team communication
- using Firebase & other analytics & monetization tools

## PROJECT HIGHLIGHTS

### 1. Dr pill

#### Tech Stack

- Game Engine: Unity Engine
- Programming Language: C#
- In-App Purchases: Unity IAP
- Analytics: Game Analytics, Monday OFF SDK, FB SDK
- Other Tools/Libraries: Newtonsoft.Json

#### Architecture

- Observer Pattern
- Singleton Pattern
- SOLID Principles



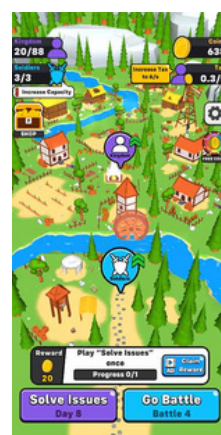
### 2. Destiny King

#### Tech Stack

- Game Engine: Unity Engine
- Programming Language: C#
- In-App Purchases: Unity IAP
- Analytics: AppMetrica, Game Analytics, Monday OFF SDK,
- Other Tools/Libraries: Newtonsoft.Json, Odin Inspector

#### Architecture

- Observer Pattern
- State Pattern
- Singleton Pattern
- SOLID Principles



## EXPERIENCE

### Senior AR/VR Developer

PasPro 360 -East Midlands UK

Feb 2021 - Jan 2022

- Developing XR applications for clients
- Manage Project Deadlines
- Talking to clients and outsourcing projects
- building ArchViz projects for Meta quest headsets

### AR and VR Developer

Digichowk Pvt. Ltd -Karachi

Feb 2019 - Oct 2020

- Developing XR products
- working on front-end and back-end on VEP applicaiton
- working on multiplayer mechancis using Photon PUN
- Unit testing new features
- building VEP on Windows,Mobile & Mac OS
- using unity collaborate for source control

### Game Developer

Abbtakk News -Karachi

June 2018- Dec 2018

- Designing & develop interactive AR, VR & general purpose mobile applications.
- Working as a search engine optimizer

## AWARDS & ACHIEVEMENTS

### Virtual Art Gallery BBC Interview

We were interviewed by the BBC when we utilized the power of Mozilla Hubs and created a Virtual Art Gallery for one of our Clients.

### Microsoft's Imagine Cup 2018

We competed with our game Devil's Whisper and won the regional finals and were called to showcase our project in Islamabad through Microsoft.