

M. Zaigham Raza

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PORTFOLIO

View full projects, demos, and source work: <https://razazaigham.github.io/Zaigham-Portfolio/>

PROFESSIONAL SUMMARY

Senior Game Developer and Development Team Lead with 7+ years of experience delivering 100+ Unity-based 2D and 3D games across mobile and cross-platform environments. Specialized in gameplay systems, performance optimization, and scalable game architecture. Proven ability to lead distributed teams, mentor developers, and deliver high-quality products in Agile environments. Seeking remote opportunities in game development or technical leadership roles.

CORE SKILLS

- Unity Engine (2D/3D)
 - C# Programming
 - Gameplay Systems & Mechanics
 - Cross-Platform Development (iOS, Android, PC)
 - Performance Optimization & Profiling
 - Multiplayer Systems (Basic/Intermediate)
 - UI/UX Implementation
 - Agile / Scrum Methodologies
 - Technical Leadership & Team Management
 - Code Review & Quality Assurance
 - SDK & API Integration
 - Version Control (Git)
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PROFESSIONAL EXPERIENCE

Development Team Lead

Techshield LLC | Oct 2023 – Present

- Led a distributed team of 6+ developers delivering 150+ games across multiple genres

- Managed full software development lifecycle from concept to deployment
- Improved team efficiency through structured workflows and Agile practices
- Mentored 20+ developers, accelerating onboarding and skill development
- Conducted code reviews, reducing bugs and improving code quality
- Collaborated with international clients to deliver scalable and optimized solutions

Assistant Project Lead / Senior Game Developer

Techshield LLC | Jan 2020 – Oct 2023

- Developed core gameplay systems and UI components using Unity and C#
- Optimized mobile game performance, reducing lag and improving frame rates
- Integrated third-party SDKs including analytics, ads, and monetization tools
- Worked cross-functionally with designers and artists to implement features
- Provided mentorship and technical guidance to junior developers

Game Developer

Techshield LLC | Jul 2018 – Jan 2020

- Built gameplay features for multiple 2D and 3D games
- Debugged and resolved technical issues to ensure smooth gameplay
- Contributed to successful game releases and updates
- Collaborated with QA teams to enhance product quality

SELECTED PROJECTS

VR Cricket Game (Physics-Based)

- Led development of immersive VR gameplay with realistic physics mechanics

TCWA – Story-Based RPG

- Delivered two complete games based on client IP with story and survival modes

ByteIn – Health & Fitness Mobile App

- Developed calorie tracking and health monitoring features

Trippy Trunkz – NFT-Based Game Assets Integration

- Implemented blockchain-based assets as in-game items

Hand Tracking 3D Visualization App

- Built real-time 3D interaction system for medical 3D scans using motion tracking technology

Multiplayer Survivor Game

- Led development of wave-based multiplayer gameplay inspired by top mobile titles
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EDUCATION

Bachelor of Computer Science Bahauddin Zakariya University, Multan CGPA: 3.32

Intermediate in Engineering Government College Township

Matriculation Cathedral School 4, Model Town

ADDITIONAL INFORMATION

- Experience working with remote teams and international clients
 - Strong communication and collaboration skills
 - Passion for mobile and cross-platform game development
 - Interests: Padel, Football, Anime, Game Design Trends
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KEYWORDS FOR ATS

Unity Developer, Game Developer, C#, Mobile Games, Cross-Platform Development, Multiplayer Games, Performance Optimization, Agile, Scrum, Remote Developer, Technical Lead, Game Systems, UI Development