

# Sannan Zahid

📞 Phone number:(+971) 0507911835 ✉ Email address: [sannanzahiddev@gmail.com](mailto:sannanzahiddev@gmail.com)

🌐 LinkedIn: [linkedin.com/in/sannan-zahid-13bba9134](https://www.linkedin.com/in/sannan-zahid-13bba9134)

📁 Portfolio: <https://www.sannanzahid.com/>

📍 Home: Sharjah (UAE)

## ABOUT ME

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I am a highly accomplished Senior Game Developer and Team Lead with a proven track record of designing and developing top-selling games that have generated millions in revenue and significantly enhanced player experiences. With over 9 plus years of experience, I have successfully led teams of developers, reducing project timelines by 30% through agile methodologies and workflow optimization. My passion for gaming and continuous learning drives me to stay at the forefront of technological advancements. I am eager to leverage my expertise in game development, team leadership, and user engagement to create innovative and immersive gaming experiences in my next role. Reach out for more details or to see my portfolio.

## WORK EXPERIENCE

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### Unity Team Lead

*NOBORDER.z INNOVATIONS* [09/2023 - 09/2024]

- **Managed a team of 16 developers** working on multiple metaverse products. My task was to organize the team and divide up task to make the production of the game smooth, then distributed to Google and Apple store.
- **Optimized and resolved heating of devices** for existing products, optimizing shader memory through unity profilers, improving performance to run on low-end devices as well. Performed functional, performance, and usability testing.
- Managed developer timelines using agile project **management tool Notion**, leading to a 30% increase in development efficiency, providing technical support.
- Initiated a cross-functional workflow with the art team to streamline asset integration, improving deployment speed by 25%
- **Developed core features** like Card mechanics, Card Animations, Dynamic store for users to customize their avatar, world selection screen for user created worlds and company created worlds, Web3Auth for Login and signup.

City: Lahore | Country: Pakistan

Tech: Unity3D, C#, JavaScript, Photon Multiplayer, JSON, AWS, API's, Metaverse, Optimization, Android, IOS, VR, Google Console, Apple Console, Prompt Engineer, Generative AI, Copilot, ChatGPT, Git

### Senior Unity Developer

*Time Tic Studios* [09/2022 - 08/2023]

- Developed **Open-World game** that garnered a user base of 100,000 within the first three months of launch. And had a session time of 1- 1.5 hours, Afterwords it was sold at very good price to another company.
- Implemented **AI navigation system** that improved in-game **NPC behaviors using state machine**, thereby enhancing the overall user experience.
- **Optimized** existing codebase through profiling and deep debugging using unity profiling packages, improving physics leading to a 40% reduction in memory usage and smoother gameplay experience using, Object pooling, unity job system and burst compiler.
- Write **Editor Extensions** for other developers to increase productivity and developed tools to increase level design process.
- **Collaborating with UX/UI designers** to develop intuitive and responsive user interfaces, enhancing the overall user experience.

City: Lahore | Country: Pakistan

Tech: Unity3D, PlayFab, Photon Multiplayer, C#, JavaScript, Job system, Burst Compiler, SOLIDS, Design Pattern, Editor Extensions, Unity Profiler, Third Party Plugins, Android, IOS, SVN, Git, Prompt Engineering.

## Development Team Lead

*FINCA International* [04/2022 - 10/2022]

- **Managed a team of 8 developers** working on banking application, two were **android** developers, two were **IOS** developers, three **PHP** Developers and one software architect. These resources were outsourced employees from System Limited. My contribution was to organize the team using **project management tool** and divide up task to make the production of new app modules smooth, after testing, was responsible to distributed it to **Google and Apple** store.
- Deployed **Remote Biometric System**, Deployed **Raast ID Phase 1**, also Worked on **Nacta Report** of fraudulent transactions.

City: Lahore | Country: Pakistan

Tech: **Android Studio, Xcode, PHP, Trello, Banking APP, Loan Application, Google Console, Apple Console**

## Technical Development Lead

*Revolt Studios Private Limited* [02/2019 - 03/2022]

- Mentoring and training a team of 20 plus developers and designers. Developing Plugins and Re-Usable **game templates** for Rapid Development, also Maintain the Quality of the product with optimized performances through quality setting targeting **high-end and low-end devices** for Android and IOS.
- Creating custom editor extensions and plugins within Unity to streamline the workflow of designers and artists, enabling them to efficiently create, modify, and manage game assets and environments.
- Crafted **Simulation, Hyper casual, FPS Shooting and 2D Puzzle** games with millions of downloads on both Google and Apple store
- Implementing advanced physics and control algorithms for realistic vehicle behavior in the **driving simulator**, ensuring a high level of accuracy and user immersion.

City: Lahore | Country: Pakistan

Tech: **Unity3D, C#, Prototyping, Optimization, Technical Problem Solving, Firebase, Android, IOS, VR**

## Lead Developer

*Technoglobin* [02/2017 - 01/2019]

- Joined the team as Unity Developer and after distributing successful games with millions of downloads, was appointed as development lead for **creativity, hard work, commitment and ownership**.
- Optimized codebase using design patterns, resulting in to 25% improvement in game performance and a smoother user experience.
- Performed **unit-testing on early-stage prototyping**, identifying critical bugs and issues early
- Creating a motivating environment for team members and foster development and creativity.

City: Lahore | Country: Pakistan

Tech: **Unity3D, C#, Level Design, POC, troubleshooting, Editor Scripting, Android, IOS**

## Jr. Software Engineer

*Friss Studio* [10/2015 - 01/2017]

- Joined the team as Intern, then was promoted to Jr software engineer, where I worked with senior developers on **Shooting FPS, TPS, Simulation, 2D and 3D** games, working on improving game ideas as a passionate gamer, working on bugs fixing and creating games from scratch, as well as using unity templates and also used third party plugin from unity asset store.

City: Lahore | Country: Pakistan

Tech: **Unity3D, C#, POC, HTML, CSS, JavaScript**

## Intern Web Developer

*MULTILINX PRODUCTS LTD* [07/2015]

City: Lahore | Country: Pakistan

Tech: **HTML, CSS, JavaScript, PHP, MVC, WordPress**

## SKILLS

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- Expertise in Agile Methodologies
- Team Leadership and Management
- Game optimization and performance tuning
- Game analytics and metrics
- Build pipeline and automation Tools
- Cross-platform development
- Version control systems (e.g., Git, SVN)
- Virtual reality (VR) and augmented reality (AR) development
- Networking and multiplayer systems
- Understanding of game physics and artificial intelligence
- Game Testing and Debugging
- Monetization Strategy Development
- Collaboration with Cross-Functional Teams
- Mobile Game Development
- Creation of Visually Stunning Game Assets
- Workflow Optimization and Process Improvement
- Game design and development
- Programming languages (e.g., C#, JavaScript, LUA)
- 3D modeling
- Mentoring and training junior developers
- Generative AI Prompt Engineering
- Mentor and Coach the team to enhance their skills and competencies.
- Photoshop

## EDUCATION

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### **Bachelor of Computer Science**

*UCP - University of Central Punjab* [ 2013 - 2017]

**City:** Lahore | **Country:** Pakistan | **Website:** <https://ucp.edu.pk>

## ACHIEVEMENTS

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**Awards:** Employee of the year at Revolt Studios child company of OZI Group,

Employee of the month at TimeTicStudio.

Employee of the month at Technoglobin.

**Achieved (2013 – 2016):** Scholarship in Academics

**Interests:** Music, Programming, Gami