

MATEEN UR REHMAN

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OBJECTIVE

Experienced Senior Game Developer with 7+ years in Unity, specializing in AI, optimization, and multiplayer. Passionate about leading teams, mentoring developers, and delivering high-quality, scalable games across mobile and PC platforms.

AREA OF INTEREST

- Game Development
- Artificial Intelligence in Games
- Machine Learning in Games
- Creative Ideas in Games
- Hyper Casual Games
- Idle Arcade Games
- Research and Development in Multiplayer
- Use of APIs in Games

PROFESSIONAL EXPERIENCE

(7+ Years in Game Development)

Senior Game Developer – Invogue Technologies (Sep 2022 – Nov 2024) (2.3 Years)

- Led a team of junior and mid-level developers, mentoring them in **best coding practices and Unity optimizations**.
- Collaborated with designers, artists, and product managers to ensure **seamless game development**.
- Established **technical coding guidelines and best practices**, improving development efficiency and maintainability.

Game Developer – Survival Tech Valley (Sep 2019 – Aug 2022) (3 Years)

- Developed multiple **mobile and simulation-based games**, focusing on **AI-driven gameplay and monetization strategies**.
- Integrated **Unity Ads and Meta Audience Network** for ad-based revenue optimization.

Game Developer – Brilliant Gamez (Mar 2019 – Aug 2019) (6 Months)

- Designed and implemented **hyper-casual game mechanics**, including **level design and UI updates**.

Game Developer – Galassia Studios (Jul 2017 – Oct 2018) (1.4 Years)

- Worked on **third-person shooter and simulation games**, focusing on **AI and physics-based gameplay**.

Web Developer – Infogistic Private Limited (Jul 2016 – Apr 2017) (10 Months)

- Developed **web applications** using ASP.NET, C#, and SQL databases.

TECHNICAL EXPERTISE

- **Performance Optimization:** Skilled in optimizing Unity games for mobile (Android/iOS), PC, and Amazon Fire TV, ensuring smooth gameplay and efficient resource utilization.
- **Rendering & Physics:** Deep understanding of 3D physics, rendering pipelines, and performance tuning to enhance visual quality and in-game interactions.
- **Memory & CPU Optimization:** Proficient in reducing draw calls, optimizing memory usage, and minimizing CPU load for seamless performance across different platforms.

GAME DEVELOPMENT SKILLS

- **AI & Design Patterns:** Expertise in AI programming, utilizing State Pattern, MVC, Observer, and other design patterns for NPC behavior and game architecture.
 - **Data Storage & Handling:** Experience in storing game data locally using Binary Files and Player Preferences, ensuring efficient data management.
 - **JSON & Web Services:** Proficient in handling JSON data and integrating web services in Unity for seamless connectivity.
 - **Platform Compatibility:** Ability to build games for Steam, Amazon Fire TV, and iOS conversions from Android.
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GAME DEVELOPMENT & SPECIALIZATION

- **Hyper-Casual & Arcade Games:** Developed engaging games like Cube Surfer, including level design, UI updates, and ad integration.
- **Shooter & Simulation Games:** Experience in developing Third-Person Shooter (TPS), First-Person Shooter (FPS), and simulation games.
- **Idle Arcade Games:** Specialization in designing and optimizing idle arcade experiences for high user engagement.
- **Animation:** Strong understanding of animation rigging to create realistic and dynamic character movements.
- **Ad Monetization:** Integrated ad networks like Max Ads, Meta Audience Network, Unity Ads, ensuring effective monetization.
- **Unity Analytics:** Implemented Unity Analytics to track player behavior and optimize gameplay experiences.

RESEARCH & DEVELOPMENT FOCUS

- **Multiplayer Game Development:** Researching multiplayer technologies, including Photon Networking, Reptide Networking, and Mirror Networking.
- **Database & Cloud Integration:** Exploring MySQL data handling in Unity and Amazon Web Services (AWS) integration for cloud-based solutions.
- **Asset Management & Server-Side Development:** Working on asset bundles and server-side programming for scalable multiplayer experiences.

EDUCATION

- 🎓 **BACHELOR IN COMPUTER SCIENCE, PUCIT OLD CAMPUS LAHORE, PAKISTAN**
Bachelor of computer science(BSCS) (2012-2016)
CGPA: 3.0
 - 🎓 **HSSC PRE ENGINEERING (2010-2012), GCU, LAHORE, PAKISTAN**
Percentage: 82%
 - 🎓 **SSC SCIENCE (2010), GUJRANWALA BOARD, SIALKOT, PAKISTAN**
Percentage: 93%
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**TECHNOLGY
SKILLS**

- **Languages:** C#, Asp.Net ,C++,java, XML, JSON,
- **Software Development life cycle:** Waterfall , Agile, Spiral, Iterative and Incremental Model.
- **Databases:** MySQL
- **Tools:** Unity, Android Studio, Visual Studio
- **OS :**Windows , MacBook

ACHIEVEMENTS

- **Employee of the Year (2023)** – Recognized for leading a team and optimizing development workflows, increasing efficiency by 30%.
 - **Best Team Player Award (2024)** – Awarded for mentoring junior developers and fostering cross-team collaboration.
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