

Shujahat Murtaza

Senior Game Architect



Lahore, Pakistan



shujahatmurtaza505@gmail.com



(+92) 311-4408908



PROJECT MANAGER
GAME SOLUTION ARCHITECT
MULTIPLAYER GAME DEVELOPER
GAME SERVICES , AR | VR , ADS
MONETIZATION AND UNITY EXPERT

I have about 7 year + experience in game development .
Worked on many published games for mobile and pc games.
Had a good experience in developing games from scratch and
managing the project development with multiple developers.



SUMMARY



- ❑ Throughout my journey, I have worked on numerous projects. I am experienced in working with various templates from the asset store, such as RCC, RFPS, Invector, Cover Shooter, Sniper Shooter, Bikes controllers, and more.
- ❑ I am capable of implementing any features you desire in your existing projects and modifying templates based on the game design document. I have worked on different game categories including Shooting, Simulation, Strategy, Racing, Hyper-casual, 2D Games, 3D Games, Multiplayer, and Services.
- ❑ In one of my projects, I utilized Mirror and created a matchmaking and lobby system for a shooting game using "Easy Multiplayer Invector" from the asset store. I have also worked with "Unity Multiplayer Services" as well, utilising relay and lobby packages."
- ❑ I have hands-on experience with Mirror, Git, AWS server, Ads, InnApps, Leaderboards, API data fetching from backend and dashboard, serialization, and more !
- ❑ In terms of algorithms, I have developed multiplayer modules, created custom maps for 2D games, and implemented AI systems for enemies. When it comes to prototyping core gameplay loops and specific features, I typically split the project into milestones. I prioritize finalizing the core gameplay first. I have found efficiencies for clients by leading the project, delegating tasks to the team, and ensuring that modules align with the Game Design Document.

SKILLS



PROGRAMMING LANGUAGES

C# => 9 Years

HTML => 2 years

JAVASCRIPT => 1 Years

CSS => 1 years

C++ => 1 Years

PYTHON => 1 years

TOOLS AND TECH

UNITY 3D => 8 Years

ASSANA | TRELLO => 4 Years

2D 3D Games => 6 Years

PARTICLES SHADER GRAPH 4

NETWORKING => 3

ADS INTEGRATION => 6 Years

FIREBASE GOOGLE ANALYTICS

VR AR => 1 Years

UNITY SERVICES => 5 Years

AWS SERVER => 2 Years

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WORK EXPERIENCE



SKILLS



LANGUAGES SKILLS

English

Urdu

BASIC COMPUTER SKILLS

Microsoft Office

Photoshop

INTERPERSONAL SKILLS

Work under Pressure

Analytical Skills

Communication/Leadership

Multi-tasking

Project Management

AWARDS



2022

AWS Server Management

May 2016 to July 2016

Game Development

The Code , Islamabad

October 2015 to December 2015

Graphic And Web Development

Connected Pakistan ,
Abbottabad

Game Architecture Developer | Project Manager

Axis Loop Games - Lahore , Punjab

October 2022 to July 2023

Managed the unity team as a project manager, Designed game architecture for games, core feature development , project management and task assign to team to finalize the project on deadlines .

Had expertise in implementing core features like apis data fetching , assets bundles , game Ai , unity services , lobby , relay , firebase .

Accomplished Networking module for unity games using Mirror networking . Developed elegant Lobby and matchmaking system . Core Game play logic !

Senior Unity Developer | Project Manager

Mizo Studio - Lahore , punjab .

August 2021 to September 2022

Worked on games improvements for making them AAA quality games and fixes for project and learning and implementation for multiplayer mirror networking .

Improved the games quality , bugs fixes for game core logic . Worked on creating diverse customization for characters and cars . Adding Car , bike , robot , flying controller , worked on creating modes , battle mechanics , defensive and attacking Ai for enemies .Added special powers of attacks . Enhancing cars and game controllers and mechanics , added in apps and advertisements in the games . Worked on improving game stats and session time of games . Improvements in games for making them AAA Quality .

Senior Software Engineer | Team Lead

Gaminators Group . - Lahore , Punjab

April 2020 to April 2021

Worked on sniper shooting games , fps and tps shooting games . Managing the team and enhancement in learning in implementation .

Senior Software Engineer | Project Manager

Game Entity - Lahore , punjab

January 2020 to April 2020

Worked on fps cover shooting game . Shooting Games . Attack and defence ai for enemies . Level designing . Visual Effects .

Managed the project development for Fps and tps shooting games . Improved player controller features with having multiple weapons and grenade attack .

Effects and sounds

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CONTINUED EXPERIENCE



Senior Game Developer | Assistant Team Lead

Game District - Lahore , Punjab
December 2017 to December 2019

Working on many games like 50 + on fast paced worked on quantity rather than quality . Learned a lot worked on simulation, shooting , and many more games .

Creating Games For Android And IOS.Improving my capabilities .Worked on shooting , simulation , fps , tps , sniper shooting , hyper-casual , augmented reality

Game Developer

Haxon Studios - Lahore , Punjab
August 2017 to December 2017

Worked on porting games to the Ios store .Adding the framework in Xcode , building for the apple store . Added ads and services for ios .

Managed working on games like train simulation logics and open world gangster .

Game developer Internee

CodeMatics - Abbottabad , KPK
November 2016 to June 2017

Learned a lot on 2d platformer game , learned basic unity logics , facebook sign in , sign up .
Some leaderboard learning .

EDUCATION SUMMARY



2012 -
2016

Hazara University

Computer Science

- Hazara University - Abbottabad , KPK
- July 2012 to July 2016

FEATURES



Age: 29 years old
H/W: 6'0" / 1.84m
Size: 90 / 60 / 90
Eyes: Black, Wide Set
Hair: Black

HOBBIES



Photography



Gaming



Travel



Music

REFERENCES



Umar Waqar Khan (Lodhi) · 1st
Director at Audioblog studio | Expert CG Generalist | Game publisher | Unity Game Developer | 3D Unity Developer at MenaArts Labs Ltd
August 6, 2023, Umar managed Shujahat directly
All LinkedIn members
Highly Recommended Developer!



M. Kashif Bilal · 1st
CEO/Co-Founder @ The Playable Group
August 6, 2023, M. Kashif managed Shujahat directly
All LinkedIn members
Overall good experience



Afaq Ahmed · 1st
CEO
August 6, 2023, Afaq managed Shujahat directly
All LinkedIn members
I first worked with Shujahat in Game district where he was reporting me directly. Shujahat is really a hardworking person. He loves to do his work with full dedication and thinking of improving the things assigned to him.



Hafiz Akbar · 1st
Senior CG Artist & 3d Environment Artist (The Gamemakers Group)
August 6, 2023, Hafiz worked with Shujahat on the same team
All LinkedIn members
Good and hard working guy

LINKS

<https://www.linkedin.com/in/shujahat-murtaza>

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PORTFOLIO



Please visit my portfolio at: <https://shujahatmurtaza505.wixsite.com/portfolio> (Please note that it may not be updated.) Here are some accounts I have worked on in the company

"Mizo Studio": Play Store Account Name: "pub:Happy Family Studio"

●Game1:

<https://play.google.com/store/apps/details?id=com.happy.family.dragon.fly.robot.transformation>

●Game2:

<https://play.google.com/store/apps/details?id=com.happy.family.fps.shooting.game>

●Game3:

<https://play.google.com/store/apps/details?id=com.happy.family.car.robot.rampage>

Here are some accounts I have worked on in the company "Gaminators Group":

PlayStoreAccount: <https://play.google.com/store/apps/dev?id=6749545014672730165>

●Game:

<https://play.google.com/store/apps/details?id=com.bike.racing.stunt.games.free.bike.games>

Here are some accounts I have worked on in the company "Game District". All games created and supervised by me under the Stallion Games Play Store Account Name: "pub:Stallion Games".

The first three games were developed by me and then reskinned by other developers:

●Game1:

<https://play.google.com/store/apps/details?id=com.fya.bicycleriding.offroaddriving.bmxgames.ridingsimulator>

●Game2:

<https://play.google.com/store/apps/details?id=com.gb.cargarage.carworkshop.mechanicgames>

●Game3:

<https://play.google.com/store/apps/details?id=com.offroad.Hi.jeep.car.driving.game.offroad.suvgames>

●Game4:

<https://play.google.com/store/apps/details?id=com.gamesentity.badmen.coverfire.gun.black.ops>

Recently, I worked on amazing open-world 2D Pixel Art WebGL Farming Simulation. I developed core modules like farming, fishing, and AI. I also led the development of additional modules such as NPC and Merchant behavior and inventory-handling. The project can be viewed here: <https://www.ploddingisles.io/>.

The build will be going live soon! I have recently worked on a hybrid casual game called "BakeryMaster," which can be found here:

<https://play.google.com/store/apps/details?id=com.B1B.bakerymaster>

<https://play.google.com/store/apps/details?id=com.B1B.FoxyBubbleShooter>