ADEEL BASHIR

UNITY GAME DEVELOPER

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ABOUT ME

Unity game developer with 3 years of experience in 2D, 3D, and simulation games. Skilled in building smooth gameplay experiences, optimizing performance, and working with multiplayer networking. Focused on clean, maintainable code and efficient development workflows.

EXPERIENCE

tecHouse Games
Unity Game Developer
Nov 2024 - Apr 2025

- Developed a Highway Racing Game with engaging animations and smooth gameplay.
- Collaborated with senior developers to brainstorm and refine new game ideas.
- Resolved Gradle build errors.

Mindravel Interactive
Game Developer
Dec 2022 - May 2023

- Designed and implemented game mechanics for "Charles On Chain" (2D Game).
- Created tools to streamline game development, halving development time.
- Designed and animated visually appealing gameplay for 'Scavenger Hunt' (2.5D Game).

MetaDort
Unity Developer
Aug 2022 - Nov 2022

- Designed and developed a bus simulation game with over 50K downloads on the Play Store.
- Enhanced player experience with level design, lighting, and cutscenes.
- Optimized game performance, increased speed by 30%.

COURSEWORKS

Mobile AR Development

Developed several AR projects using Unity's AR pathway, including face filters, image markers, and object placement.

Unity Multiplayer (NGO) – YouTube (Code Monkey, 2023–2025)

Completed 3 full tutorials covering player sync, spawning systems, and server logic.

CERTIFICATIONS

Foundational C# with Microsoft
Issued on Aug 2025 by freecodecamp

Unity Essentials Pathway
Issue on Feb 2023 by Unity

PROJECTS

Velocity Vortex
3D, Racing,
tecHouse Games

A racing game with multiple modes, fluid animations, and solid mechanics. Features a variety of cars to choose from.

Charles On Chain
2D, Hyper Casual
Mindravel Interactive

A 2D hyper-casual endless runner with unique levels and varied environments.

Ultimate Bus Coach Simulator
3D, Simulation
MetaDort

Bus simulation game featuring two modes, optimized to a 98MB build size.

LINKS

GitHub
@adeelgamedev

LinkedIn
@adeelgamedev

Website
adeelbashir.com

Youtube
@adeelgamedev

SKILLS

- Unity (2D & 3D)
- C# & Design Patterns
- Multiplayer Netcode
- Version Control (Git, Fork, Plastic SCM)
- Problem-Solving & Rapid Prototyping