

Adeel Bashir

Unity Game Developer

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Lahore, Pakistan

About me

Unity Game Developer with 4+ years of experience in 2D, 3D, and simulation games. Skilled at building optimized, scalable game systems, delivering polished prototypes to production, and improving post-launch performance. Experienced in multiplayer networking, clean C# architecture, and mobile publishing workflows.

Experience

- Built a Highway Racing Game with smooth gameplay and engaging animations.
- Collaborated with senior developers to refine mechanics and features.
- Fixed Gradle build errors and optimized build pipeline.
- Designed and implemented core mechanics for Charles On Chain (2D).
- Developed custom tools reducing development time by 50%.
- Created visually appealing levels and animations for Scavenger Hunt (2.5D).
- Developed a bus simulation game with 50K+ downloads on Play Store.
- Enhanced player experience via level design, lighting, and cutscenes.
- Optimized performance, improving speed by 30%.

tecHouse Games
Unity Game Developer
Nov 2024 - Apr 2025

Mindravel Interactive
Game Developer
Dec 2022 - May 2023

MetaDort
Unity Developer
Aug 2022 - Nov 2022

Coursework

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#

Microsoft / freeCodeCamp
(Issued Aug 2025)

Unity Essentials Pathway

Unity (Issued Feb 2023)

Projects

Racing game with multiple modes, fluid animations, and a variety of cars.

Velocity Vortex

3D Racing
tecHouse Games

Endless runner with unique levels and varied environments.

Charles On Chain

2D Hyper-Casual
Mindravel Interactive

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

Ultimate Coach Bus

Simulator
3D Simulation
MetaDort

Links

Portfolio Website

adeelbashir.com

LinkedIn

[@adeelgamedev](https://www.linkedin.com/in/adeelgamedev)

GitHub

[@adeelgamedev](https://github.com/adeelgamedev)

Youtube

[@adeelgamedev](https://www.youtube.com/@adeelgamedev)

Skills

- Unity (2D, 3D, Mobile Optimization)
- C# & Object-Oriented Programming
- Gameplay Systems & Architecture
- Performance Optimization & Build Size Reduction
- Multiplayer (Netcode for GameObjects)
- Version Control (Git, Plastic SCM)