

# MUHAMMAD HASNAIN

Unity Game Developer | Gameplay Systems Engineer

✉ [m.hasnain1015@gmail.com](mailto:m.hasnain1015@gmail.com) | 📞 +92 334 7780615 | 🌐 [Portfolio](#) | 🌐 [GitHub](#) | 🌐 [LinkedIn](#)

## PROFESSIONAL SUMMARY

Unity Game Developer with 3+ years of experience building and deploying 30+ interactive games, including 23+ production WebGL educational titles and 2+ years of long-term client collaboration. Skilled in gameplay systems architecture, modular C# design, performance optimization, and cloud-based deployment. Experienced in delivering scalable, browser-based games from concept to live release.

## PROFESSIONAL EXPERIENCE

Unity Game Developer — Remote

Dec 2024 – Present | [EFG Games](#)

Konduct Coaching Learning LLC (EFG Games), Minnesota, USA

- Developed 23+ production-ready WebGL educational games focused on math and English learning.
- Architected reusable gameplay systems using ScriptableObjects and modular C# design.
- Implemented level progression, scoring systems, timer mechanics, and persistent save/load functionality.
- Integrated gameplay analytics for performance and user behavior tracking.
- Optimized and deployed WebGL builds via Vercel, Cloudflare, and AWS (S3 + CloudFront).

## SELECTED PROJECTS

ML-Based 3D Defect Visualization (Unity 3D)

(Client NDA — public demo/code unavailable)

- Integrated machine learning model outputs into Unity.
- Developed dynamic marker placement system on 3D building models.
- Built data-driven visualization pipeline for structural analysis.

50-Level Block Breaker (WebGL)

[Game Demo](#)

- Designed structured difficulty progression across 50 levels.
- Implemented collision handling, scoring systems, and game state management.
- Optimized for WebGL performance and browser compatibility.

Analog Clock Learning Game — “Clock It” (WebGL)

[Game Demo](#)

- Built interactive analog clock system for time-learning mechanics.
- Implemented input validation, feedback loops, and progression logic.
- Designed modular system for reuse across learning modules.

## TECHNICAL SKILLS

- Game Engine:** Unity (2D & 3D), WebGL Build Optimization
- Programming:** C#, Object-Oriented Programming (OOP)
- Gameplay Systems:** Game State Management, Level Progression Systems, Monetization, Scoring & Timer Mechanics, Save/Load Systems, Physics-Based Mechanics
- Architecture & Design:** ScriptableObjects, Modular System Design, Data-Driven Development
- Deployment & Cloud:** AWS (S3, CloudFront), Vercel, Cloudflare
- Tools & Version Control:** Git, Unity Editor

## EDUCATION

Bachelor of Science in Computer Science

Sep 2022 - July 2026

Institute of Space Technology, Islamabad

- Expected Graduation: 2026

Portfolio: <https://mhasnain.me> | GitHub: [github.com/MHS-4ever](https://github.com/MHS-4ever)

LinkedIn: [linkedin.com/in/muhammad-hasnain-siddique](https://linkedin.com/in/muhammad-hasnain-siddique) | EFG Games: <https://www.efggames.com/>