



# FUZAIL KHAN

## UNITY DEVELOPER | AR/VR | MULTIPLAYER SYSTEMS | C#

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### SUMMARY

Unity Developer with 4+ years of experience specializing in AR/VR applications, multiplayer systems, and cross-platform game development. Proven track record of delivering high-performance 2D/3D games and immersive simulations across mobile, PC, WebGL, and VR platforms (Meta Quest, HTC Vive, HoloLens). Skilled in C#, Photon networking, and performance optimization, with hands-on experience in full-cycle development, from prototyping to deployment. Passionate about building scalable, engaging, and optimized interactive experiences.

### WORK EXPERIENCE

#### Unity Developer (Freelance / AR/VR) Self-Employed | Remote

Dec 2023 - Present

- Managed end-to-end development of AR/VR and game projects across medical, sports, and entertainment sectors, from prototyping to deployment on PC, WebGL, and VR platforms.
- Developed immersive AR/VR applications for Meta Quest, HTC Vive, and ARKit/ARCore, focusing on realistic physics, interactions, and simulations.
- Built and deployed 10+ 2D/3D games across mobile, PC, and WebGL, improving performance and reducing load times by 15% through optimization techniques. Improved FPS from 30 → 60 on mobile devices.
- Implemented complex gameplay systems including AI behaviors, UI, and game mechanics using C#.
- Designed and integrated real-time multiplayer systems using Photon, including matchmaking, synchronization, and backend features (leaderboards, accounts).
- Optimized applications using profiling tools, ensuring smooth performance and low-latency gameplay across platforms.

### SKILLS

#### Core:

- C#
- Unity (3D/2D)
- Photon Networking

#### AR/VR:

- Meta Quest
- ARKit
- ARCore
- HoloLens

#### Systems:

- Multiplayer Systems
- AI
- Game Physics
- Performance Optimization
- Profiling

#### Tools:

- Git
- Firebase
- AdMob
- AppLovin
- IronSource
- Blender
- WebGL

#### Unity Developer / AR-VR Developer, Velocity Studios

- Led cross-functional teams to deliver multiple AR/VR projects, ensuring on-time and on-budget completion.
- Developed MR/VR applications for HoloLens and HTC Vive using MRTK3, improving interaction realism and user engagement.
- Implemented advanced interaction systems, including object manipulation and speech recognition.
- Optimized application performance across devices, improving frame rates and reducing latency.
- Collaborated with art and design teams to integrate assets and enhance overall user experience.

Feb 2024 - July 2025

**Unity Game Developer, Finz Games****Dec 2022 - Jan 2024**

- Led end-to-end development of multiple 2D/3D mobile games (iOS & Android), from concept and architecture to deployment and post-launch support.
- Optimized game performance using Unity Profiler, implementing batching, instancing, and object pooling to improve efficiency and reduce resource usage.
- Developed advanced gameplay systems, including sports controllers (football, basketball, rugby) and 2D animations using Unity Timeline, enhancing player engagement.
- Reduced ANRs and crashes by 30%+ through Firebase Crashlytics and debugging tools; integrated monetization SDKs (AdMob, AppLovin, IronSource) to drive revenue.

**Associate Unity Developer, Wolf Canine Solutions****May 2021 - Oct 2022**

- Implemented gameplay systems using Unity (TPS, FPS, RCC, Invector controllers).
- Developed core game logic and UI systems using C#.
- Collaborated with cross-functional teams to improve performance and gameplay experience.
- Assisted in debugging and optimization of game features.

**Internee, Frag Games****Nov 2020 - Apr 2021**

- Managed full lifecycle of a cutting-edge automation project, meeting all milestones.
- Conducted feasibility studies and risk assessments, mitigating potential project risks.
- Collaborated with clients, leading to a 25% increase in customer satisfaction.

**LANGUAGES**

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- English
- Urdu

**EDUCATION**

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**Bachelor of Computer Science**  
FAST University**Aug 2017 - Aug 2021****LINKS**

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**GitHub:** <https://github.com/fuzailkhan-FuziSys>**LinkedIn:** <https://www.linkedin.com/in/fuzail-khan-7b2652242/>

## ADDITIONAL INFORMATION

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- Problem Solving: Independently analyzed and resolved complex technical challenges to ensure project success.
- Continuous Learning: Quickly acquired new technologies and skills to improve development efficiency and product quality.
- Gameplay Balancing: Experience in iterating on game mechanics, difficulty curves, and player feedback to create a fair and engaging experience.
- Agile/Scrum Methodology: Proficient in Agile development cycles, participating in sprints, stand-ups, and retrospectives to ensure iterative progress.
- Version Control (Git): Highly skilled in using Git for source code management, including branching, merging, and resolving conflicts in a team environment.
- Asset Pipeline Management: Familiar with importing, configuring, and optimizing 3D models, textures, and audio assets within the Unity engine.

## PROJECTS

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### Mobile Games (Published on Play Store):

Developed and shipped multiple mobile games with monetization

1. Paintball Shooting: <https://play.google.com/store/apps/details?id=com.ms.paintball.xtreme.shooting.war>
2. Dunk Smash Basketball: <https://play.google.com/store/apps/details?id=game.ws.pro.basketball.dunkers>

### VR Sports Simulator (Meta Quest / HTC Vive):

- Developed immersive sports training simulations with motion tracking
- Focused on physics realism and interaction systems

### Multiplayer RTS Game (Unity + Photon):

- Built real-time multiplayer system with matchmaking and synchronization in LUDO GALAXY
- Implemented gameplay systems and optimized network performance

### Steam 2.5D Platformer ('Inside' Inspired):

- Developed a stylized 2.5D platformer with focus on atmosphere, shaders, and gameplay mechanics
- Implemented animations, environment design, and performance optimization

### First-Person Horror Game (PC – In Development):

- Currently developing a story-driven horror game for PC (Steam target)
- Focused on immersive environments, AI behavior, and performance optimization
- Demo: <https://drive.google.com/file/d/18GNr1zIP3WJDTNdbgSPmCO0MdkQdrkfd/view?usp=sharing>