

Haider Zahoor

Nationality: Pakistani | Email address: haider2090@gmail.com

WORK EXPERIENCE

HIGHER EDUCATION RESEARCH ASSISTANT – LAHORE UNIVERSITY OF MANAGEMENT SCIENCES – Dec 2021 – Dec 2022 – LAHORE, PAKISTAN

- Contributed to multiple software development projects, working within a highly collaborative environment alongside engineers and researchers.
- Led research-driven features from ideation to delivery, demonstrating a strong track record in project ownership.
- Implemented advanced localization logic to support Urdu, applying computer science fundamentals and custom parsing algorithms.

SOFTWARE ENGINEER – RИPESEED – Mar 2023 – Mar 2024 – LAHORE, PAKISTAN

- Revamped in-house Unity games (*Orbit Surfer*, *Gaze Maze*, *Spooky Sphere*) by integrating analytics libraries (Unity Analytics, Firebase, AppsFlyer), ad systems (AppLovin MAX, AdMob), and A/B testing via Firebase Remote Config.
- Designed and developed a multiplayer Unreal Engine project featuring voice chat, screen sharing, and real-time content sharing.
- Developed complex turn-based fighting systems with gacha mechanics, leveraging robust data structures and scalable system design.
- Led and delivered multiple client-facing projects independently, demonstrating strong software development partnerships and end-to-end ownership.

GAME DEVELOPER – HAZEL MOBILE – Mar 2024 – Mar 2025 – LAHORE, PAKISTAN

- Worked directly under the Tech Lead within a high-performing engineering team, contributing across game development, R&D, automation, and data analytics.
- Acted as a bridge between engineering, design, and analytics teams, reinforcing a strong collaborative environment.
- Delivered enterprise-grade automation solutions reducing overhead costs by 25%.
- Improved core KPIs including DAU (+18%) and session length (+22%).
- Led data analytics initiatives by processing millions of gameplay events, extract insights that improved monetization efficiency by 30%.

FOUNDING SOFTWARE ENGINEER – CHOMCHOMTECH – SAN JOSE, CALIFORNIA, UNITED STATES

- Served as sole architect and lead engineer for the company's flagship gaming software pack, owning full lifecycle development.
- Designed and shipped 13 production-ready games using Unity and C#, applying strong computer science fundamentals, algorithms, and data structures.
- Optimized all titles for single-threaded execution to meet strict system requirements for React Native integration across iOS, Android, Web, and macOS.
- Established coding standards, performed regular code reviews, and built a scalable foundation for future engineers.
- Recognized as the core technical driver behind the company's gaming software initiative.

LANGUAGE SKILLS

Mother tongue(s): **URDU**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user