


Haider Zahoor

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WORK EXPERIENCE

 **SegmentNext** – Lahore, Pakistan

Video-game Journalist

[Sep 2018 – Aug 2019]

- Responsible for generating various articles dissecting games & their internal structure.
- Conducted extensive research on various content available on the internet to find relevant information regarding rare game hidden collectibles where limited information could be found otherwise.
- Took initiative to enhance the company rankings on search engines by independently instating contemporary SEO practices.

 **Mindstorm Studios** – Lahore, Pakistan

Game Programmer (Fellow)

[Jul 2021 – Feb 2022]

- Participated in multiple game jams, collaborating with cross-functional engineers to rapidly prototype and deliver hyper-casual gaming software.
- Designed and implemented core gameplay systems using Unity and C#, focusing on efficient algorithms and optimized data structures.
- Owned performance optimization, system tuning, and Android deployment pipelines for two shipped games.

 **Lahore University of Management Sciences** – Lahore, Pakistan

Higher education research assistant

[Dec 2021 – Dec 2022]

- Contributed to multiple software development projects including *Rawaan*, *Wellbeing VR*, *Lexia*, and *DementiaVR*, working within a highly collaborative environment alongside engineers and researchers.
- Designed and implemented system requirements for Android and VR applications using C# and Unity game engine.
- Developed custom authentication systems and integrated SQLite-based libraries for secure data management.
- Conducted code reviews and implemented algorithms and data structures to support application scalability and maintainability.
- 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.

 **RipeSeed** – Lahore, Pakistan

Software Engineer

[Mar 2023 – Mar 2024]

- 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.
- Optimized multiple Unity projects, achieving up to a 200% performance improvement through systematic profiling, algorithmic optimization, and architectural refactoring.

- 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.

Key Achievements:

- Achieved up to 200% performance gains through deep engine-level optimization.
- Successfully led collaborative teams of engineers and designers to deliver production-ready gaming software.

 **Hazel Mobile** – Lahore, Pakistan

Game Developer

[Mar 2024 – Mar 2025]

- Worked directly under the Tech Lead within a high-performing engineering team, contributing across game development, R&D, automation, and data analytics.
- Played a key role in revamping *Commando Strike 3D*, applying multiple game engine architectures and performance-focused system requirements.
- Designed advanced gameplay systems and optimization strategies in Unity, improving frame rates and load times by up to 150%.
- Spearheaded automation projects using n8n, Slack bots, and custom pipelines, enabling scalable software development workflows.
- Led data analytics initiatives by processing millions of gameplay events, applying algorithms to extract insights that improved monetization efficiency by 30%.
- Acted as a bridge between engineering, design, and analytics teams, reinforcing a strong collaborative environment.

Key Achievements:

- Delivered enterprise-grade automation solutions reducing overhead costs by 25%.
- Improved core KPIs including DAU (+18%) and session length (+22%).

 **ChomChomTech** – San Jose, California, United States

Founding Software Engineer

- 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.
- Engineered a scalable ScriptableObject-based game engine architecture, enabling modular growth and long-term maintainability.
- Optimized all titles for single-threaded execution to meet strict system requirements for React Native integration across iOS, Android, Web, and macOS.
- Streamlined memory usage and CPU performance, ensuring stable 60 FPS even on low-end devices.
- Established coding standards, performed regular code reviews, and built a scalable foundation for future engineers.

Key Achievements:

- Reduced total build size from 1.5 GB to ~400 MB through aggressive optimization and shared libraries.
- Solved complex engine-level integration challenges, ensuring cross-platform compatibility.
- Recognized as the core technical driver behind the company's gaming software initiative.

EDUCATION AND TRAINING

Bachelor's in Computer Science

COMSATS University Islamabad, Lahore Campus [Feb 2019 – Jul 2023]

City: Lahore | Country: Pakistan | Website: <https://lahore.comsats.edu.pk/>

LANGUAGE SKILLS

Mother tongue(s): Urdu

Other language(s):

English

LISTENING C2 READING C2 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

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

SKILLS

Game Engines

Unreal Engine / Unity3D

PROJECTS

[Aug 2022 – Dec 2022]

Rawaan

- Worked on optimizing the game and finalizing all the changes required to make the application deployable on the Play Store.
- Deployed and managed multiple releases of the application on the Play Store.
- Added IAPs and other Store-related features in the game to ensure the game start generating income.
- Fixed a lot of game-breaking bugs & updated the database that was made in SQLite.
- Added further support for Urdu language inside the application.

Link: <https://play.google.com/store/apps/details?id=com.edsistive.rawaan&hl=en&gl=US>

[May 2023 – Current]

Gaze Maze

- Currently leading the development of the game.
- Completely revamped the game: changed the entire codebase to be more flexible.
- Added new and clean UI. Fixed issues with AWS, Firebase and multiple other services.
- Added Firebase Analytics, AppsFlyer SDK Analytics and Ads with AppLovin MAX Mediation and Google AdMob.
- Drastically improved the game's feel and graphics without a significant impact in performance.

Link: https://play.google.com/store/apps/details?id=com.ripeseed.gaze_maze

[Jul 2023 – Current]

Orbit Surfers

- Leading the development of the game.
- Completely revamped the codebase for the game & added Events to make the code more robust and flexible.
- Added more mechanics in the game to make it more fun to play: tap-to-hold, tap-and-release & leaderboard.
- Added a complete shop system from scratch and a story-mode to increase player retention.
- Added Firebase Analytics, AppsFlyer SDK Analytics and Ads with AppLovin MAX Mediation and Google AdMob.
- Took data-driven choices to improve the difficulty of the game to make it more fun.

Link: <https://play.google.com/store/apps/details?id=com.ripeseed.orbitsurfers&hl=en&gl=US>

[Aug 2023 – Dec 2023]

Heroes - a turn-based game like One-Punch Man: The Strongest

- Developed the core mechanics for the game for the client: movement system, combat system and characters system.
- Implemented the use of ScriptableObjects for easy-to-use characters and added very flexible code for all major systems: animation, combat-related, story progression, boss system.
- Fixed timings and various performance issues that otherwise plagued the game due to excessive use of AI.

Link: <https://www.upwork.com/jobs/~018d99edc5d9c9a885>

[Dec 2021 – Jun 2022]

Dementia VR

- Worked on creating all relevant features in VR for DementiaVR as requested.
- Features included but were not limited to VR movement, interaction, recreating levels from scratch as a game designer & providing data-driven insight on patients' data.
- Completely revamped [previous implementation of Dementia VR](#) and implementing new & more interactive levels.

[Jun 2022 – Aug 2022]

Lexia

- Worked on optimizing the game and fixing game-breaking bugs.
- Thoroughly implemented Firebase into the project for database and authentication purposes.
- Revamped all async functions to be compatible with different threads, including the main one.
- Improved UX through tweening and other budget-friendly options.

Link: <https://chisel.pk/hci-for-children-with-special-needs-dyslexia/>

[Mar 2023 – May 2023]

ARIA

- Spearheaded and solo-ed the entire development of ARIA - a medical application made in Unreal Engine.
- Learnt the engine and made a fully-functional application in this limited time period.
- Implemented an advanced coding pattern: Command Design for Undo/Redo functionality in the application.
- Optimized the application enough to be usable on even mid-tier Android phones of the time, while retaining most of the quality.

[Jul 2023 – Current]

Spooky Sphere

- Leading the development of the game.
- Fixed multiple bugs in the game that were rendering it unplayable.
- Updated the game at multiple occasions to be more compatible with Google Play's changing requirements.
- Ported the game to iOS internally with all features working.

Link: <https://play.google.com/store/apps/details?id=com.redpetalgames.spookysphere>

[Jul 2023 – Jan 2024]

OneVerse

- Solo-developed a multiplayer, open-world game in Unreal Engine for a client.
- Implemented complex tasks such as voice over internet through P2P connections but Server-To-Client authentication.
- Added a server-client model for the multiplayer game to ensure compatibility with smaller, budget-friendly phones.

- Implemented and deployed dedicated servers support & made them live. This helped with connection issues and ensured stability.
- Added data-sharing, screen-sharing and various other elements inside the game.

Link: <https://www.upwork.com/jobs/~016aa9cacd02066850>

[Mar 2024 – Mar 2025]

FPS Commando Shooting Games

- Played a vital role in key revamp of the project from the ground up.
- Converted the project from old Unity architecture to a new, state-based architecture.
- Introduced data-based measurements in the project, prompting developers and stakeholders to make data-oriented decisions.
- Significantly improved gameplay experience and ironed out quirks.

Link: <https://play.google.com/store/apps/details?id=com.sgs.antiterrorism.counterattack.commandomissiongame&hl=en>

[Mar 2025 – Current]

ChomChom Games Created a plethora of mini-games as well as full-fledged flagship games for ChomChom - an edutainment application aimed at young children suffering from ADHD.

- Led the effort, created all the games from scratch using a very flexible SO-based REST-oriented architecture that can easily communicate with the ChomChom main parent application.
- Ensured a proper gameplay experience between all platforms.
- Compressed the game and re-used almost all assets to ensure that the game pack is as light-weight as possible - to be run independently on web via WebGL or on low-end Android devices in pack.

Link: <https://chomchomtech.com/>