

# Zeeshan Qaswar

**Mail:** [xeeshanqaswar@gmail.com](mailto:xeeshanqaswar@gmail.com) | **Phone:** +92-3028785870

**LinkedIn:** [linkedin.com/in/zeeshanqaswar](https://www.linkedin.com/in/zeeshanqaswar) | **Website:** [xeeshanqaswar.github.io](https://xeeshanqaswar.github.io)

## WORK EXPERIENCE

**MINDSTORM**, Pakistan

**Sr. Software Engineer**

June 2025 - Present

- Working on their product named Pro Golf.

Managed backend with PlayFab for authentication, economy, multiplayer matchmaking, chatrooms, and voice chat

**TAPFIRE**, Pakistan

**Sr. Software Engineer**

October 2024 - June 2025

- My Perfect farm is an idle farming game published on Appstore (4.6 rating) and playstore (100k downloads).
- Implemented features: Season Pass, Missions, Daily Quests.
- Conducted extensive code refactoring.
- Social Platform Development
- Utilized Unity and WebView technology.
- Hosted multiple AWS-deployed web-based games.
- Managed backend with PlayFab for authentication, economy, multiplayer matchmaking, chatrooms, and voice chat

**GENITEAM**, Pakistan

**Lead Programmer**

July 2023 - October 2024

- Collaborating closely with the in-house team of designers and developers.
- Adhering to high standards of code quality, performance, and maintainability to deliver stable and high quality games Integrate and optimize third-party APIs, libraries, and technologies within Unity .
- Providing solutions to the identified Game Development challenges that ideally will; resolve the issue/s, maximize efficiency

## SKILLS

C++, C#, JavaScript  
PC, Mobile, Web, Social  
Playfab, AWS  
Firebase,  
AR/VR/MR  
Git, GitHub, SVN  
Multiplayer  
APIs & Localization  
Game Design & UI/UX

## TOOLS

Unity Engine  
Unreal Engine  
Raylib  
Photoshop / Illustrator  
Figma  
Blender

## ACCOMPLISHMENTS

**Hasbro Publishers**

[Watch IGN Trailer](#)

- GI JOE Wrath of Cobra

**Singapore - ETH**

[Watch Gameplay](#)

- S.P.A.C.E

## EDUCATION

**Sargodha University**

B.S.C.S (Computer Science)

- Sprint meetings with clients and stakeholders are conducted to make decisions aligned with desired end goals and client satisfaction, while maintaining a consistent QA acceptance rate for project deliverables.

**GENITEAM, Pakistan**

***Sr. Software Engineer***

November 2020- July 2023

- Led three projects per quarter with a team of three developers, managing architecture decisions, and ensuring timely delivery.
- Mentoring team members, reducing bottlenecks by 20% through effective training.
- Improving communication efficiency by 30% through streamlined processes and cross-functional meetings.
- Conducting weekly client meetings, resulting in a 15% increase in client satisfaction.
- Achieving a 95% QA acceptance rate by planning and refining project deliverables based on feedback.

**OZI TECHNOLOGY, Pakistan, Lahore**

***Unity Engineer***

January 2019 - November 2020

- As a Unity Game Developer, active collaboration with the team resulted in captivating games, achieving a 30% higher user retention rate and a 25% increase in player satisfaction.
- Responsibilities encompassed system development, debugging, feature integration, and the enhancement of game visuals and performance. These efforts yielded a 20% boost in user engagement and a significant reduction in in-game performance issues.
- My role as Unity Game Developer led to notable improvements in user retention, player satisfaction, engagement, and game performance, driven by effective collaboration and impactful contributions.

**CONTRACTOR, Remote**

***Game Generalist***

February 2018 - July 2019

- Collaborated with cross-functional teams in Unity and Unreal Engine 4 to create captivating games.
- Managed diverse projects and worked in a self-sustaining

2014 - 2018

Pakistan, Lahore

**SOFT SKILLS**

Agile Methodologies  
 Requirements Gathering  
 Project Estimations  
 Team Leading  
 Technical Assistance  
 Project Planning  
 Client Interactions

**ENGLISH COMMUNICATION**

Listening – C1  
 Reading – C1  
 Spoken Interaction – B2  
 Spoken Production – B2  
 Writing – B2

environment.

## **LATEST PROJECTS**

### **GI JOE WRATH OF COBRA**

#### ***Hasbro Publishers***

IA retro side-scrolling beat 'em up. I worked on 4v4 multiplayer mode, AI System, Player Fighting mechanics and Drops, Create Editor tools using UI Toolkit.

### **S.P.A.C.E for Zurich ETH**

Simulation focused on detecting cognitive impairment in dementia patients. Implemented feature rich dashboard, game AI system.

### **ASCENDED KINGDOM**

RTS game inspired by Dominations, featuring resource gathering, base building, unit production, combat, objectives, and fog of war.

### **AFRIQUIZ BRAIN TEST**

An engaging quiz game exploring geography, history, and more.

### **DUEL X**

Educational math game featuring Player vs AI and 3 vs 3 multiplayer modes using Photon PUN.

### **MY PERFECT FARM - [IOS Link](#)**

Casual farming game with 100K+ downloads.

### **OOGLE BOOGLE**

Horror VR game for Meta Store targeting quest 3 and 2.

### **JACKAROO MASTERS**

Social platform leveraging custom servers and Playfab with custom multiplayer including different game modes and social features.