

# Danyal Tariq

Unity Developer / Game Engineer

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🔗 <https://danyaltariqdev.vercel.app/>    [in](#) LinkedIn Profile    [G](#) Github Profile    [▶](#) Play Store

Experienced game programmer and indie developer with 3 years of expertise in Android/iOS, PC, MAC and WebGL game development. Skilled in Project management, Optimization, Gameplay, Multiplayer, AR/XR, and user engagement. Passionate about pushing the boundaries of gaming and seeking a challenging game development role to create innovative gaming experiences.

## EXPERIENCE

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### Stax 3, Unity Developer

Oct 2022 – present | Remote

- Led game development for Breshnaverse [🔗](#), a Web3 project featuring a virtual carnival with user-owned stands for publishing and sharing Breshna games, Similar in concept to **Virtua** and **Sandbox**
- Developed and managed WebGL games for Breshna.io's [🔗](#) GRID project.
- Integrated Third-Party services for bug tracking and user engagement, reducing bugs significantly.
- Implemented seamless multiplayer sessions using Net Code.
- Reduced build sizes by 80% with AWS S3 and Unity Addressable integration.
- Integrated REST APIs into Breshnaverse.

### Funsol Technologies PVT Ltd., Game Developer

Feb 2022 – Dec 2022 | Islamabad, Pakistan

- Led Development for Idle Fruit Factory [🔗](#) mobile game.
- Provided technical support to optimize product performance and streamline workflows.
- Introduced new technologies, reducing development time by approximately 40% and enhancing product quality.
- Actively contributed to R&D, successfully integrating new technologies for improved user retention.
- Collaborated with cross-functional teams, reducing bug reports by 25%.

### Spartans Global PVT Ltd., Game Developer

Nov 2020 – Jan 2022 | Islamabad, Pakistan

- Developed Arcade Battle Royale Shooter [🔗](#) Game.
- Collaborated with the project manager to ensure successful project delivery and high user satisfaction.
- Conducted code reviews and provided code documentation, reducing bug reports by 20% and enhancing development efficiency.
- Proposed workflow improvements, leading to reduced development time and increased productivity.
- Utilized bug and ANR resolution tools like Android Logcat, Stack trace utility, and Memory Profiler to identify and resolve issues, resulting in fewer app crashes and improved stability.
- Demonstrated effective communication and teamwork by collaborating with cross-functional teams for seamless integration of game elements.

## EDUCATION

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Bahria University, Islamabad, Bachelors of Computer Science

2016 – 2020

## TECHNICAL SKILLS

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**Unity 3D** (C#, AR, XR, Multiplayer, Physics Simulation, AI), **Optimization** (Gameplay, Network, Rendering), **Project Management** (JIRA, Trello, Click Up), **Source Control** (Git, Github, PlasticSCM), **Multiplayer** (Net Code, Photon Fusion), **Platform** (Android, IOS, WebGL, PC/MAC), **Thirdparty API** (AWS S3, Admob, REST APIs)

## PROJECTS

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**Breshnaverse, WEB3 Virtual Carnival Land** [🔗](#)

**Breshna.io, Customizable WebGL Games** [🔗](#)

**Powamo, PvP Third Person RPG** [🔗](#)

Mobile Version of Powamo

**Wacky Legends, Battle Royal Shooter** [🔗](#)

**Sling King, A Bottle Shooter Game** [🔗](#)

**Farm Factory Simulator, An Idle Game** [🔗](#)

## PERSONAL PROJECTS

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**Tank Battle Royal, HyperCasual Tank Game** [🔗](#)

**Tic Tac Toe** [🔗](#)

**2048 Merge Game, Number Merge Game** [🔗](#)