

ARSLAN ARSHAD

SENIOR GAME DEVELOPER | SYSTEMS & GAMEPLAY DESIGN | UNITY

a4mughal@gmail.com
+92 322 7052500
linktr.ee/arslanarshad
LinkedIn: arslan-arshad-03437766

10+ YEARS GAME DEVELOPMENT • MOBILE F2P • SYSTEMS & PROGRESSION • MONETIZATION • LIVE PRODUCT SUPPORT

PROFILE

Senior Unity game developer and team lead with 10+ years of professional experience across mobile, casual, puzzle, simulation and PC games. Combines hands-on engineering with systems thinking across gameplay loops, progression, difficulty, rewards, monetization and post-launch iteration. Experienced in taking games from implementation through release, optimization and ongoing improvement, with a portfolio reported at 10M+ combined downloads.

CORE STRENGTHS

SYSTEMS DESIGN

Gameplay loops • progression • rewards • difficulty • balancing

F2P & MONETIZATION

AdMob • IAP • ad integration • analytics-informed iteration

LIVE PRODUCT WORK

Post-launch updates • optimization • content & UX improvements

UNITY DEVELOPMENT

C# • AI • animation • physics • UI • Addressables • HDRP/URP

PRODUCT DELIVERY

Prototype → production → release • mobile performance • QA collaboration

LEADERSHIP

Remote team leadership • cross-functional coordination • release ownership

PROFESSIONAL EXPERIENCE

Lead Game Programmer / Game Systems Developer | FANGENT 2020–Present

- Lead development across 10+ Unity titles, including mobile casual/puzzle products and the PC stealth FPS Dangerous Connections.
- Design and implement player-facing gameplay systems, interactions, AI, progression-related features, content workflows and technical tools across multiple genres.
- Integrated mobile monetization and analytics systems including AdMob; current CV reports a 35% ARPDAU improvement from monetization/analytics work.
- Drive optimization, iteration, release coordination and post-launch improvements while balancing player experience, technical constraints and product goals.
- Manage a remote 5-person development team and coordinate development across design, art and QA.

Game Developer | Galassia Studios 2017–2020

- Developed and maintained multiple hyper-casual games for Google Play using Unity.
- Collaborated with design and QA teams to refine gameplay balance, progression and moment-to-moment player experience.
- Promoted to lead programmer based on project delivery and technical performance.

Junior Game Developer | OZI Technologies 2016–2017

- Implemented core gameplay and UI systems for puzzle and simulation games.
- Optimized mobile performance and contributed to multi-language localization systems.

SELECTED PRODUCT & GAME WORK

Cross Stitch Color by Number — *Mobile casual / coloring*

Unity development across gameplay and product features; part of the portfolio used to demonstrate experience with released mobile products and ongoing improvement.

Anime Coloring Book Game — *Mobile casual / coloring*

Contributed to development of a released mobile title, including gameplay/content systems and mobile product implementation.

Glitter Painting — *Mobile coloring • 1M+ downloads*

Developed a high-scale casual mobile product; current CV reports 1M+ downloads.

Brainrot Hero Merge — *Mobile merge puzzle*

Worked on a merge-puzzle product with an explicit focus on game design and monetization systems.

Dangerous Connections — *PC / console stealth FPS*

Lead developer on a technically complex Unity HDRP project, building AI, weapon and interaction systems while owning performance and production delivery.

Cat Simulator: Angry Granny — *Mobile comedy sandbox*

Developed gameplay for a mobile FPS-style sandbox prototype.

SYSTEMS, PRODUCT & TECHNICAL TOOLKIT

GAME & SYSTEMS

Gameplay systems • progression • balancing • difficulty • rewards • player interaction • AI

MOBILE PRODUCT

F2P mobile development • AdMob • IAP • analytics • post-launch iteration • performance optimization

ENGINEERING

Unity • C# • .NET • Shader Graph • Visual Scripting • Addressables • physics • animation • lighting

PLATFORMS & TOOLS

Android • iOS • PC • Steam • WebGL • Git • Plastic SCM • Rider • Visual Studio • Blender • Photoshop

CAREER HIGHLIGHTS

- 10+ years of professional game development experience, from junior developer through team leadership.
- Current CV reports 10M+ cumulative downloads across the portfolio.
- Top Rated Plus developer on Upwork (listed as 2021–Present in current CV).
- Experience spanning casual, puzzle, simulation, hyper-casual and complex PC gameplay systems.
- Comfortable owning features end-to-end: concept interpretation, implementation, balancing, optimization, testing and release.

EDUCATION & LANGUAGES

BSc in Software Engineering — University of Engineering & Technology, Taxila (2015)

Languages: English (Fluent) • Urdu (Native)

LINKS

Portfolio: <https://linktr.ee/arslanarshad> • **LinkedIn:** <https://www.linkedin.com/in/arslan-arshad-03437766/>

Dangerous Connections: <https://www.dangerous-connections.com>