

Abdul Sattar

Unity Game Developer

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Profile

Unity Game Developer with 3.5+ years of professional experience specializing in 3D simulation and hyper-casual games. Expert in C# programming, mobile optimization, and implementing complex monetization stacks. Ability to collaborate with cross-functional teams to deliver high-quality games within time.

Education

Bachelor of Science In Information Technology - BSIT
University of the Punjab

09/2020 – 09/2024 | Lahore

Skills

Unity Engine

Asset Management, Localization Systems, Memory Optimization, Addressables.

Monetization

Google AdMob, AppLovin MAX, Solar Engine, PubScale, Native Overlay Ads.

Backend & Tools

Firebase (Analytics, Crashlytics, Remote Config), Git/GitHub.

AI Tools & MCP Integration

Unity MCP & CLI workflows using Claude, OpenAI Codex, and Google Antigravity for AI-assisted coding, debugging, and in-editor automation.

Programming

C#, OOP, Coroutines, Unity Design Patterns .

Playable Ads

Unity Playworks (Luna), HTML5 playable ads, custom controls, CTA integration, size optimization (under 5 MB).

Plugins & Assets

Realistic Car Controller (RCC), Invector Shooter, DoTween , Universal Vehicle Controller.

Platforms

Android (Play Store) primary, WebGL (FRVR, CrazyGames), iOS (App Store)

Professional Experience

HighBit Games

Game Developer

02/2025 – Present | Lahore

- **LiveOps & Localization:** Managed live game operations by deploying *event-based updates*, adding new gameplay features, and integrating a robust *Localization* system to support global audiences. Resolved store policy violations to keep titles in good standing.
- **New Title Development:** Built games from concept to release across genres — hyper-casual, 3D shooting/racing/simulation games and WebGL games for the FRVR platform.
- **Monetization Engineering:** Integrated high-value ad formats, specifically AppLovin MAX and AdMob mediation alongside Native Overlay Ads to maximize revenue without disrupting user flow.
- **Stability & Performance:** Actively monitored and *resolved critical ANRs and game crashes* using Firebase Crashlytics, ensuring a crash-free experience for live users.
- **Advanced Optimization:** Implemented *Unity Addressables* and advanced *Asset Management* workflows to reduce build sizes and optimize memory usage.

Mobinators

09/2023 – 01/2025 | Lahore

- Architected a reusable Ad Manager system that streamlines ad integration across multiple projects, significantly reducing setup time for new game prototypes.
- Maintained and updated live games on Google Play and App Store, ensuring compliance with store policies and stable performance across low-end devices.
- Integrated RCC (Realistic Car Controller) and Invector assets to rapidly prototype and polish vehicle and shooter mechanics.
- Created optimized game code to ensure smooth performance and responsiveness on multiple devices.

Projects

Tap Basketball Dunk Flip Hoop

Hyper Casual game

- **Core Development:** Engineered a hyper-casual physics game with intuitive one-tap launch, flip, and dunk mechanics.
- **Gameplay Loop:** Designed short, highly replayable sessions featuring progressive difficulty, moving hoops, and instant-restart logic.
- **Optimization:** Streamlined physics calculations and UI elements to ensure seamless performance and high frame rates on Android devices.
- **Monetization & Live-Ops:** Engineered a mixed ad manager utilizing AppLovin MAX and AdMob mediations to maximize eCPM. Integrated Firebase (Analytics, Remote Config, Crashlytics) for stability and live updates, and Solar Engine for precise ad revenue tracking.

Car Driving Racing Simulator

Open World Mission Based

- Open world car driving game where you explore a big 3D city, race through traffic, chase criminals in a police car, drive a taxi, bus or fire truck, and master car parking.
- Unity Asset Store packages Realistic Car Controller **RCC**, **Invector** Third Person Controller, **Gley Traffic System** and **Easy Minimap** System, customized and integrated for a mobile open-world driving game.

Fish Bridge Race

Hyper-Casual Racing

- Developed an underwater "stack-and-build" racing game where players collect bubbles to dynamically construct bridges in real-time.
- Engineered competitive AI opponents that utilize custom pathfinding to collect resources and race against the player while avoiding dynamic obstacles.
- Implemented object pooling for collectible items and bridge segments to maintain high performance on low-end devices.

3D TPS/FPS Action Shooter

Tactical Action Game

- Leveraged the **Invector Third Person Controller** to engineer a responsive combat system featuring seamless transitions between aiming, shooting, and cover mechanics.
- Programmed advanced Enemy AI using state machines for dynamic pathfinding and adaptive attack patterns to increase player engagement.
- Designed multiple tactical levels with progressively challenging objectives, optimizing collision data for mobile performance.

Speed Car Racer

Open World Simulation

- Developed an open-world 3D environment allowing players to roam freely and trigger dynamic missions (Racing, Parking, Stunts) from various interactive checkpoints.
- Integrated **Universal Vehicle Controller (UVC)** for realistic driving physics and implemented **Mobile Traffic Controller** to generate intelligent, performance-optimized AI traffic.

- Optimized high-fidelity 3D assets and dynamic UI animations to ensure smooth frame rates on mobile devices.

Space Shooter: Galaxy War

Arcade Action Game

- Engineered a flexible **Ad Manager** (AdMob & AppLovin) linked to **Firestore Remote Config**, allowing real-time updates to ad strategies and frequency without requiring new app builds.
- Developed a fast-paced 2D shooter featuring dynamic wave systems, challenging boss battles, and multiple player ships with unique weapon behaviors.
- Implemented **PlayerPrefs** for robust local data persistence and utilized object pooling to optimize performance.

CERTIFICATIONS

Certificate in IT (Web & Mobile Development)

08/2021 – 03/2022

NAV TTC & University of Lahore