

Junaid Ahmad

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SUMMARY

Passionate software engineer with 8 years of hands-on experience developing 20+ full games in Unity3D. Skilled in C#, gameplay programming, UI/UX, and 3D content creation. Seeking a Software Engineering Co-op to apply strong technical and creative skills to real-world development projects.

EDUCATION

Rochester Institute of Technology (RIT) — M.S. Computer Science (Expected Jul 2027), Rochester, NY

University of Engineering & Technology (UET) Peshawar — B.S. Civil Engineering (Sep 2017), Pakistan

EXPERIENCE

Spark Game Studios, Pakistan — Founder / CEO (Sep 2016 – Present)

Designed & developed 20+ Unity C# mobile games, published on Google Play with 150M+ downloads. Built custom tools & editors, save/load systems, and optimized performance using pooling & batching. Created complete UI kits in Photoshop and 3D assets in Blender. Implemented ads, IAPs, analytics SDKs (AdMob, Unity IAP, Game Analytics). Led a team of 25+ developers, designers, and marketers; set technical conventions & pipelines. Major Projects: Car Driving School (100M+ downloads, #12 globally Q4 2021), Sands of Secrets (dynamic terrain deformation, solo in 2 weeks), Car Color Sort (procedural generation, 1000 levels using Scriptable Objects).

ADVISORY & CO-FOUNDING ROLES

- SRG Gaming LLC (Dubai): Set up Pakistan operations – hiring, pipeline, strategy.
- TW Games Studio (Pakistan): Co-founded offshoot of Spark Game Studios.
- Imperial Arts Pty Ltd (Australia): Consulted on game planning & execution strategy.

TECHNICAL SKILLS

Languages: C#, Java, Python

Engines: Unity3D, Unreal Engine

Design Tools: Photoshop, Illustrator, Premiere, Canva, Blender, 3DS Max

AI Tools: GitHub Copilot, ChatGPT, Claude