Ahmed Arshad

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Portfolio: https://ahmedarshad.me/

Senior game engineer with over eight years of experience contributing to shipped titles and live products. Specialises in building reliable gameplay foundations, improving development efficiency, and supporting long-term product evolution within cross-disciplinary teams.

Core Technical Skills

Game Engineering

- Unity Engine
- Gameplay Framework Development
- Real-Time Simulation Logic
- Spatial Computation in 3D Environments

Programming & Architecture

- C# and C++
- Object-Oriented Design
- Scalable System Structuring
- Codebase Refactoring

Rendering & Optimisation

- Frame-Time Analysis
- Runtime Performance Tuning
- Graphics Debugging Tools
- Asset and Memory Efficiency

Live Game Infrastructure

- Runtime Configuration Systems
- Network-Driven Content Delivery
- Backend Service Integration

Production Workflow

- Multi-Platform Builds
- Source Control (Git)
- Agile Development Practices

Experience

Senior Software Engineer (Games)   May 2022 - Present
Zplay

- Delivered core game features and systems for multiple commercial titles.
- Developed internal tools to streamline level creation and designer iteration.
- Implemented remote data pipelines supporting live updates and in-game events.
- Introduced shared libraries to unify technical standards across projects.
- Improved runtime stability through systematic profiling and targeted fixes.
- Supported team growth through reviews, guidance, and technical direction.

Software Engineer (Games)   Jul 2021 - May 2022
Mood Games OU

- Built interactive mechanics and supporting systems for game prototypes.
- Enhanced motion accuracy and system robustness in simulation-heavy features.
- Modernised legacy code to improve maintainability and execution speed.

Software Engineer (Games)   Sep 2020 - Jul 2021
GeniTeam Solutions

- Produced interactive 3D experiences for clients and internal projects.
- Connected external SDKs and services into runtime environments.
- Expanded engine-level knowledge through Unreal Engine (C++) development
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Software Engineer (Games)   Jan 2019 - Aug 2020
Sablo Studio

- Contributed new functionality to an active real-time application.
- Authored reusable components adopted across multiple features.
- Coordinated with art teams to resolve technical and visual constraints.

Software Developer (Games)   May 2017 - Jan 2019
The OCCESS Games Studio
- Implemented gameplay features and interactive elements.
- Resolved performance and compatibility issues across target devices.
- Established strong debugging and optimisation fundamentals.

EDUCATION

Master of Information Technology (M.I.T.) in AI & Data Science
Murdoch University, Perth, WA

Bachelor of Science (B.S.) - Information Technology
University of Education, Lahore

References
Available upon request:
- **Jiayi Xu**   -   Producer, Zplay
- **M. Nawaz.**   -   Producer, GeniTeam
- **Waqar Aslam**   -   Manager, OCCESS Studio

Updated 25/01/2026