

Dilawar Hussain

Senior Unity Engineer · Full Stack Game Developer · Multiplayer Specialist

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PROFESSIONAL SUMMARY

AI-enabled Full Stack Game Developer with 5+ years of commercial experience shipping 55+ titles across mobile, PC and Web. Expert in Unity 2D/3D, real-time multiplayer (Photon PUN2/Fusion), Firebase/PlayFab backends, and AR/VR systems. Delivered high-value projects worth \$625K+ for clients across the US, EU and UK — including Major League Soccer and Tookitaki Singapore. Track record of leading teams, mentoring junior developers, and taking games from concept to store.

KEY ACHIEVEMENTS

- Shipped 55+ commercial titles across iOS, Android, PC, Web and Web3 — accumulating 1M+ installs
- Delivered \$550K Galactic Acres (Good Gaming) as lead Unity architect at Coeus Solutions
- Delivered \$75K Matty the Water Molecule — EdTech K-12 game now live on App Store and Play Store
- Built PlayerSense sports management platform adopted by Major League Soccer (MLS) coaching teams
- Developed Whack Flag 2D for Tookitaki's anti-fraud fintech event in Singapore — live in <2 weeks
- Integrated Photon Fusion multiplayer across 5+ real-time titles supporting up to 16 concurrent players
- Mentored 3+ junior developers; maintained zero critical bugs at ship across 25+ client projects

TECHNICAL SKILLS

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|----------------------------|--------------------------------------|-------------------------------------|----------------------------------|
| ▶ Unity Engine (2D / 3D) | ▶ C# & .NET Programming | ▶ Multiplayer: Photon PUN2 / Fusion | ▶ Firebase & PlayFab Backend |
| ▶ Mirror & UNet Networking | ▶ Shader Graph & VFX Graph | ▶ AR / VR Development | ▶ AI-Powered Gameplay Systems |
| ▶ REST APIs & WebSockets | ▶ Mobile: iOS & Android | ▶ AdMob, IAPs & Monetisation | ▶ Git & Version Control (GitHub) |
| ▶ Performance Optimisation | ▶ SOLID Principles & Design Patterns | ▶ Cross-Platform Deployment | ▶ EdTech Game Development |
| ▶ Web3 & Blockchain Games | ▶ Agile / Scrum / Jira | ▶ UI/UX & Animation Systems | ▶ Rapid Prototyping & Shipping |

WORK EXPERIENCE

Full Stack Unity Engineer · Nplays | Lahore, Pakistan

July 2025 – Present

- Leading end-to-end technical architecture for multiplayer and AI-enabled gameplay products
- Delivered PlayerSense — football management simulation platform adopted by Major League Soccer (MLS) coaching staff for tactics and team communication
- Architecting backend systems with Firebase, REST APIs and real-time WebSocket integrations

Senior Unity Developer · Coeus Solutions | Lahore, PK | Berlin, DE (Remote)

January 2023 – June 2025

- Architected and shipped 25+ client projects totalling \$625K+ in delivered value across US, EU and UK studios
- Led \$550K Galactic Acres (Good Gaming) — premium farm strategy game; managed full client pipeline from brief to launch
- Delivered \$75K Matty the Water Molecule (EdTech, iOS/Android) — exceeded client KPIs on engagement and review rating
- Built BUST-A-MOVE Journey clone for Taito (Japan), Batre Checkers Multiplayer and Blades of Destiny RPG
- Integrated Photon PUN2/Fusion, Firebase, PlayFab; implemented AdMob, IAPs and analytics pipelines across titles
- Mentored 3 junior Unity developers; conducted weekly code reviews, reducing reported bugs by ~35% across sprints

Unity Developer · SabaSoft Games | Lahore, Pakistan

June 2021 – December 2022

- Built core gameplay mechanics, UI systems and animations for 10+ mobile titles shipped to iOS, Android and Windows
- Shipped Popit Maze (500+ levels, App Store + Microsoft Store) and Bricks Builder Construction Set Puzzle
- Implemented AdMob monetisation, IAP flows and analytics tracking, contributing to consistent store revenue growth
- Established a rapid prototyping pipeline that cut average time-to-playable-build by ~30% across the team

FEATURED PROJECTS

Matty the Water Molecule — \$75K EdTech — *Software Engineer — Coeus Solutions, 2024*

K-12 educational game exploring the water cycle and climate science; live on App Store & Play Store with strong review ratings.

Tech: Unity, C#, Shader Graph, Firebase, Adobe Photoshop

[Play Store](#) | [App Store](#)

Kream & Sugar (Multiplayer 2D) — *Senior Unity Engineer — Nplays, 2025*

16-player 2D virtual cafe with proximity-based voice chat, quest system, real-time leaderboards and admin moderation panel.

Tech: Unity, C#, Photon PUN2, Firebase, REST APIs

[Live Demo](#) | [Video Walkthrough](#)

PlayerSense (MLS) — *Unity Engineer — Nplays, 2025*

Football sports management simulation for Major League Soccer coaches, team organisation, real-time chat and tactical planning.

Tech: Unity, C#, Firebase, REST APIs

[Project Page](#)

Galactic Acres — \$550K Client Project — *Lead Unity Architect — Coeus Solutions, 2024*

Premium farming & strategy game developed for Good Gaming (US); led full client-to-production pipeline.

Tech: Unity, C#, Firebase, REST APIs, Git

[Website](#)

Batre Checkers (Multiplayer) — *Unity Game Developer — Coeus Solutions, 2024*

Real-time competitive board game for 2 players with dice-roll mechanics, jail captures and Firebase analytics.

Tech: Unity, C#, Photon PUN2, Firebase

[Live Site](#) | [Video](#)

Whack Flag 2D (Tookitaki Singapore) — *Developer & Designer — Coeus Solutions, 2024*

Fraud-awareness arcade game built in under 2 weeks for Tookitaki's live fintech event in Singapore; PlayFab leaderboards.

Tech: Unity, C#, PlayFab

[itch.io](#)

Blades of Destiny (RPG) — *Lead Developer — Coeus Solutions, 2024*

Open-world action RPG with combo combat, enemy AI behaviour trees, weapon upgrade systems and dynamic mission flow.

Tech: Unity, C#, Shader Graph, Git

[Video Demo](#)

Zombie Survival – Lone Hero — *Software Engineer — Coeus Solutions, 2024*

Intense wave-based mobile FPS shooter with Firebase backend and progressive difficulty.

Tech: Unity, C#, Firebase, Shader Graph

[APKPure](#) | [Video](#)

See More: [Google Drive Portfolio](#) · [Portfolio Website](#)

EDUCATION

BSc Computer Science · University of Narowal, Pakistan · 2017 – 2021

CERTIFICATIONS & RECOGNITION

Unity Certified Associate Game Developer · Unity Certified Programmer · Kenney Game Jam 2023 Participant · Performance-based award — Coeus Solutions
