

TAIMOOR RIAZ

Unity Game Developer | C# Programmer | Mobile & PC Games

✉ taimoorriaz893@gmail.com ☎ +966568212973 🔗 taimoordev.info/

🐙 github.com/taimoor-riaz52 🔗 linkedin.com/in/taimoor-riaz-04086959/

🌐 https://taimoorriaz.itch.io/

SUMMARY

Hello! I'm Taimoor Riaz.

A developer focused on game, app, and web projects. With 5+ years of experience, I build interactive, high-performance experiences that balance creative design with clean, reliable code. I specialize in Unity and C#, delivering immersive gameplay, smooth mechanics, and optimized builds for both mobile and PC from concept to launch.

Beyond games, I design and develop responsive websites and mobile apps that are fast, accessible, and easy to maintain. My core stack includes Unity, C#, HTML, CSS, JavaScript, and WordPress, supported by tools like Blender, Photoshop, and Unreal Engine.

PROJECTS

The Fourth Impossibility PC Game

Game Trailer link [🔗](#)

Car Racing Simulator 3D

Game Trailer Link [🔗](#)

Recoil Rush

Playable Game Link [🔗](#)

Never Trust the Rule [🔗](#)

Playable Game Link [🔗](#)

Pizza Cooking Games

Game Link [🔗](#)

Pizza Cooking Games: Pizzarush

Game Link [🔗](#)

Cats & Dogs Survival Game

Game Link [🔗](#)

Nuts and bolts: Puzzle Screw

Game Link [🔗](#)

Stickman Thief Puzzle IQ Brain

Game link [🔗](#)

Banana Rush Race Draw To Home

Game Link [🔗](#)

Tank War: Tank World Battle

Game Link [🔗](#)

Hide N Seek run: Escape Game

Game Link [🔗](#)

EXPERIENCE

Chief Technical Officer, *Cipher Coders*

2023 – Present

- Actively leading technical operations and innovation strategy.
- Boosted technological goals increasing company valuation by 20%.
- Supervised implementation of new graphical game designs in the company's flagship titles.
- Leading the core management and technical team of Cipher Coders.
- Working closely with the CTO on innovation and game optimization, solidifying Cipher Coders' position as a technical leader in Saudi Arabia.

Senior Game Developer, *Cipher Coders Studio*

2021 – Present

- Developing hyper-casual games in Unity Engine and live testing coding.
- Published more than 20+ games.
- Created multiple games including action, adventure, family, and strategy genres.
- Building 3D platforms in the game environment using Unity3D and C#.
- Managing a team of junior developers, mentoring them to enhance their coding skills.

Game Developer, *Fiverr*

2020 – Present

- Worked for over 3 years and delivered multiple projects, including: Mother Games, Survival Games, City Building Games.

CG Artist, *The Knights*

03/2017 – 06/2019

- Modeled characters and environments for games.
- Used Autodesk Maya for modeling assets used in games.
- Used Photoshop to create textures for models.

Game/Unity Designer, *GameStyleStudios*

02/2016 – 04/2017

- Modeled characters and environments for games.
- Used Photoshop to create textures for models.

EDUCATION

Bachelors in Computer Science, *University of Central Punjab*

SKILLS

Game Engines

Unity 3D, Unity 2D

Tools

Blender, Autodesk Maya, Photoshop

Firestore & Services

Firestore, AdMob, Analytics, A/B Testing

Version Control

Git, GitHub

Core Competencies

Unity Game Development, Gameplay Programming, Mobile Game Development, 3D Game Mechanics, Performance Optimization, Game UI Integration

Programming

C#, OOP, Game Mechanics, Gameplay Programming

SDK & Services

Firestore, AdMob, Analytics, A/B Testing

Platforms

Android, PC, WebGL

Game Planning

LANGUAGES

- English
- Urdu