

# KHIZER KHALID

## Senior Game & Application Engineer | Unity - 3D - XR

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## PROFILE

Performance-driven Senior Game & Application Engineer with 8+ years of Unity-based game development and interactive 3D applications. Specialized in core gameplay mechanics, AI systems, physics architecture, and deep performance optimization across mobile, standalone, and web platforms. Track record of full-lifecycle delivery, high-scale production systems, and guiding cross-functional teams toward stable execution.

## EXPERIENCE

### Senior / Lead Unity Engineer

04/2021 — Present

*Soulside GmbH · Berlin*

- Architected core systems for a high-traffic 3D social app on Clean Architecture + Firebase.
- Designed a 3D object manipulation system with move/rotate/scale gizmos, wall snapping, and command-pattern undo/redo.
- Embedded native FFmpeg for low-latency mobile video trimming and thumbnail compilation.
- Established Unity Cloud Build + Fastlane release pipelines with Addressable on-demand updates.

### Senior Unity Developer

11/2020 — 03/2021

*Coll Pay Ltd (Bloktopia) · Remote*

- Built unified PC/VR input framework on the New Unity Input System.
- Designed a tokenized LOD system for 200 concurrent ReadyPlayerMe avatars in a single multiplayer instance.

### Senior Software Engineer

05/2018 — 10/2020

*Tintash · Lahore*

- Engineered cross-platform gameplay loops, state-driven AI, and custom rigid-body controllers for AA clients.
- Built Unity Editor extensions and level tooling that cut environment integration bottlenecks.
- Acted as Scrum Master while remaining a primary individual contributor.

### Software Engineer (Unity)

10/2017 — 03/2018

*Mindravel Interactive · Lahore*

- Built reusable structural packages: waypoint agents, stack-based UI managers, programmatic uGUI tweeners.
- Authored an automated localization wrapper against external Translation APIs.

### Game Developer (Unity)

03/2016 — 09/2017

*OziTechnology · Lahore*

- Shipped 5+ commercial 3D titles across vehicle simulation and FPS genres.
- Programmed multi-agent AI: vehicle navigation graphs, urban traffic logic, defensive behaviors.
- Authored custom HLSL shaders and lighting setups against strict mobile device profiles.

## KEY PROJECTS

### Soulside

*3D Social App · Firebase · Audio Helm*

Architected core systems for a high-traffic 3D social app. Engineered an emotion-driven procedural music engine with 144 presets and Magenta-MIDI routing across 30+ scales.

### **Nail Salon 3D**

*Hyper-Casual · 20M+ Downloads · iOS/Android*

Engineered core mechanics and build-automation profiles for a top-charting hit that reached 20M+ downloads. Tuned for low-end mobile while keeping the 3D feel snappy.

### **Bloktopia**

*XR · Meta Quest · ReadyPlayerMe*

Built a platform-agnostic input framework over the New Unity Input System. Designed a tokenized LOD system for 200 ReadyPlayerMe avatars in a single multiplayer instance.

### **RoomBuilder**

*3ds Max · Runtime · Cross-Platform*

3D spatial staging tool deployed cross-platform. Authored MAXScript configuration matrices to scale assets between 3ds Max workflows and the Unity runtime.

## **SKILLS**

### **Game Dev**

Unity 2D/3D, Gameplay Programming, AI Behaviors, Character Controllers, Physics, UI Systems, Mobile & WebGL Optimization

### **Audio & AI**

Neural Audio Synthesis, Audio Helm, 32-Band FFT Spectral Analysis  
MAXScript, Git/GitFlow, Jenkins, Fastlane, Unity Cloud Build, CI/CD, Jira, Firebase

### **3D Systems**

Runtime World-Building, Object Manipulation Gizmos, Transform Handlers, Undo/Redo Architecture, Command Patterns

### **Media & Social**

FFmpeg Integration, Native Media Frameworks, Multi-Channel Social, I2 Localization, Event-Driven Networking

### **Architecture**

Photon Multiplayer, Real-Time Topologies, FSM, REST APIs, Domain-Driven Design, Clean Architecture

### **Tools & Infra**

MAXScript, Git/GitFlow, Jenkins, Fastlane, Unity Cloud Build, CI/CD, Jira, Firebase

### **Specialized**

Unity Addressables, Input System (PC/VR Meta Quest), Blockchain/NFT Integrations

## **EDUCATION**

### **B.S. Computer Science — University of Central Punjab**

*English (Fluent) · German (A2)*