

# HADIQA AZAM

👤 Senior Unity Developer — 🎮 AI-Enhanced Gameplay Systems

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📍 Islamabad, Pakistan | 🌐 [Portfolio](#) | [LinkedIn](#)

## Professional Summary

Senior Unity Developer with 3+ years of experience delivering 25+ published mobile and PC games. Expert in Unity, C#, mobile performance optimization, monetization systems, and cross-platform deployment. Strong background in AI and transformer-based machine learning, applied to data-driven gameplay systems and complex technical problem-solving.

## Core Technical Skills

- **Game Development:** Unity Engine, C#, Mobile (iOS/Android), PC, Multiplayer (Photon), 3D Physics, Animation Systems, UI/UX, AR/VR
- **Commercial Systems:** Google Play & App Store Publishing, AdMob, Unity Ads, In-App Purchases, Performance Profiling, Build Automation
- **AI / Machine Learning:** Transformer Models, NLP Systems, Model Evaluation, PyTorch, TensorFlow, Feature Engineering, Data Analysis
- **Tools & Workflow:** Git, Jira, Trello, Firebase, Android Studio, Xcode, Visual Studio, Adobe Suite, MATLAB

## Professional Experience

### Senior Unity Developer

*Jul 2024 – Present*

*Cynor Studios (Remote)*

- Led end-to-end development and publication of **Age Quest – Survival**, achieving stable 60 FPS performance on mid-range mobile devices and deployment on Google Play and App Store.
- Designed and built a proprietary **TCG Card Editor Desktop Tool** in Unity, enabling designers to create, edit, and export card assets with custom attributes.
- Implemented real-time multiplayer gameplay using **Photon Networking**.
- Extended and customized the **TCG Engine** framework by adding new mechanics, UI systems, and tooling support.

### Unity Game Developer

*Dec 2022 – Jan 2024*

*Plasma IT Solutions, Islamabad*

- Developed and published 25+ mobile games including **Kung Fu Gym: Fighting Games** and **Car Driving Master**.
- Built simulation-based gameplay systems (truck driving, animal transport) with realistic physics and progression mechanics.

- Owned full technical execution from prototyping to store submission, including optimization and asset integration.

### **Freelance Unity Developer**

*Nov 2021 – Aug 2023*

*Self-Employed (Remote)*

- Delivered **46+ production-ready projects** for international clients across multiple genres.
- Managed complete project lifecycles: requirements analysis, development, testing, and deployment.
- Delivered high-quality solutions under tight deadlines with a 100% successful delivery rate.

### **Publications**

- **Hadiqa Azam** et al. *A Transformer-based Ensemble Algorithm for Fake Review Detection in E-Commerce Systems*. **Scientific Reports (Nature Portfolio)**, 2024.
- Aniq ur Rahman, **Hadiqa Azam** et al. *A Transformer-based Approach for Fake News Detection*. IEEE IMTIC 2023. [DOI](#)

### **Education**

#### **M.Sc. Computer Engineering**

University of Engineering and Technology (UET) Taxila, Pakistan

*2024*

#### **B.Sc. Computer Engineering**

University of Engineering and Technology (UET) Taxila, Pakistan

*2019*

### **Portfolio**

Live portfolio showcasing published games and technical implementations:

[🔗 https://fluffy-gumtion-e84715.netlify.app](https://fluffy-gumtion-e84715.netlify.app)