

Profile

Unity Game Developer with 4+ years of experience working with Unity and C#. I've worked on 2D and 3D games for mobile and PC, including racing, simulation, hyper-casual, and multiplayer projects. My experience includes gameplay systems, UI, player controllers, performance optimization, debugging, and third-party integrations.

Experience

- Develop Unity games and features for clients through Fiverr. - Work on prototypes, gameplay features, UI, multiplayer, bug fixing, performance optimization, and third-party SDK integrations for mobile and PC. - Completed 100+ Unity development orders through Fiverr and became a Fiverr Pro seller.	Freelance Unity Developer Jan 2023 - Present
- Worked on a 3D highway racing game in Unity, implementing gameplay features, vehicle-related systems, UI, and animations. - Collaborated on game ideas and gameplay features, then implemented them in Unity. - Fixed Android/Gradle build issues during development.	tecHouse Games Unity Game Developer Nov 2024 - Apr 2025
- Worked on several Unity projects, including Charles On Chain and Scavenger Hunt. - Implemented gameplay mechanics, UI, animations, levels, and other game features. - Built a Unity editor tool to speed up repetitive asset setup, and worked on smaller features such as a QR-code scanner and ghost replay system.	Mindravel Interactive Game Developer Dec 2022 - May 2023

Additional Experience

Game Developer - Dev Pods Jan 2025 - Present - Contributed to gameplay, UI, VFX/SFX, bug fixing, and optimization on team game projects. - Collaborated with other developers on ongoing game projects. - Participated in community discussions and moderation.

Certifications

Foundational C# Microsoft / freeCodeCamp (Issued Aug 2025)
Unity Essentials Pathway Unity (Issued Feb 2023)

Projects

3D highway racing game with multiple game modes and vehicle-based gameplay.	Velocity Vortex 3D Racing tecHouse Games
2D hyper-casual game featuring gameplay mechanics and core game systems.	Charles On Chain 2D Hyper-Casual Mindravel Interactive
Bus simulation game with multiple gameplay modes and AI traffic.	Ultimate Coach Bus Simulator 3D Simulation MetaDort

Links

Portfolio Website adeelbashir.com
LinkedIn linkedin.com/in/adeelgamedev
GitHub github.com/adeelgamedev
Youtube youtube.com/@adeelgamedev

Skills

- Unity: 2D, 3D, Mobile
 - Optimization: Performance, Build Size
- C#: Object-Oriented Programming
 - Multiplayer: Netcode for GameObjects
- Gameplay: Gameplay Systems, UI, Player Controllers
 - Version Control: Git, Plastic SCM