

ZARRAR KHAN

Islamabad, PK

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PROFESSIONAL SUMMARY

Unity Game Developer

Unity Game Developer with a BS in Computer Game Development (2026) and hands-on experience building VR games and designing UI/UX in Figma. Skilled in Unity (2D & 3D), C# programming, gameplay mechanics, physics systems, player movement, debugging, optimization, and user interface design, demonstrated through the Wildture VR project from concept to public release on Itch.io. Brings studio experience as a Junior Game Developer intern and founder-level responsibility at ZMUNGCLIENT, managing digital marketing projects, client communication, and small-team coordination. Combines technical game development, UI/UX design, leadership, collaboration, and problem-solving to contribute to immersive gameplay, VR experiences, and interactive applications.

SKILLS

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| <ul style="list-style-type: none">• Unity (2D)• Unity (3D)• C# programming• Gameplay mechanics• Gameplay implementation• Physics systems• Player movement• Player controls• Debugging• Optimization• Game mechanics design• Level design | <ul style="list-style-type: none">• Ui/UX• Basic AI behaviour• Unity Engine• Unreal Engine (basic)• Blender• Adobe Photoshop• Adobe Illustrator• Git (basic)• Canva• Figma• Digital marketing• Client communication• Client relationship management | <ul style="list-style-type: none">• Team coordination• Small-team leadership• Professional problem-solving• Collaboration• Teamwork• Communication skills• Leadership• Time management• Organisation• Analytical thinking |
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EXPERIENCE

ZMUNGCLIENT, Islamabad, PK

Founder & Digital Marketing Lead | 06/2024 — 11/2025

- Managed digital marketing projects for multiple clients, overseeing client communication, coordination, and day-to-day project handling across active engagements.
- Led client-facing communication and team coordination, building experience in stakeholder management, leadership, and professional problem-solving.
- Worked across multiple responsibilities in a professional environment, developing management skills that complement technical and creative project work.

Dazzle Fly Studio, Islamabad, PK

Junior Game Developer Intern | 3-Month Internship (2025)

- Supported game development activities using Unity, contributing to gameplay systems and development tasks in a studio environment.
- Worked with core game development concepts including player movement systems, physics systems, debugging, and optimization as part of hands-on Unity development exposure.

- Built practical experience in game production workflows while strengthening technical problem-solving and collaboration skills

PROJECTS

Wildture | VR Environmental Action Game

Final Year Project | Unity

https://drive.google.com/file/d/1eYxdC26l2WPC-sYJmKhKRmmDsRv13Oo6/view?usp=drive_link

- Developed a VR-based environmental action game as a final year project using Unity.
- Worked on gameplay mechanics, level design, UI systems, and player interactions to create an engaging and immersive player experience.
- Contributed to the design and implementation of interactive game environments aligned with VR gameplay requirements.
- Published the project on Itch.io, demonstrating practical experience in taking a game project from development to public release.

Child Care Management System (UI/UX Prototype)

Tools: Figma

<https://www.figma.com/proto/SqtPBBwVxzMDiDUGEFPCOK/CCMS?t=HfEiBY7o2cUihYEC-1>

- Designed a complete UI/UX prototype for a Child Care Management System using Figma
- Created user flows, wireframes, and interactive high-fidelity prototypes.
- Focused on intuitive navigation, responsive layouts, and user-centered design principles.

HomeEase – Home Services App (UI/UX Prototype) | Figma

Tools: Figma

<https://www.figma.com/proto/O13E0GijDjgNUDAPT6NRYa/Home-Ease?node-id=0-1&t=H5LwkYKRTv2n0Oh8-1>

- Designed a complete UI/UX prototype for a home services mobile application connecting users with professionals such as barbers, carpenters, mechanics, electricians, and plumbers.
- Created user flows, wireframes, and interactive high-fidelity screens with a focus on simple navigation and seamless service booking.
- Designed interfaces for service discovery, provider profiles, booking, and appointment management

EDUCATION

Air University, Islamabad, PK

Bachelor of Science – Computer Game Development | 2022 – 2026

CERTIFICATIONS

Pakistan Game Development Conference | 2025