

Mohammad Hunain

Senior Software Engineer | Mobile, Web, Backend & Game Development

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📄 PROFESSIONAL SUMMARY

Senior Software Engineer with 8+ years of professional experience building software products across mobile, web, backend, and game development. I've worked on production applications, multiplayer and real-time systems, mobile products, APIs, 3D simulations, interactive experiences, and game products across multiple platforms. My experience includes Unity and C#, .NET, TypeScript, React, React Native, Swift, backend development, multiplayer technologies, mobile development, and 3D visualization. I'm interested in understanding the problem, defining the right MVP, selecting appropriate technologies, designing scalable solutions, and taking products from concept through production. I've also worked in technical leadership roles, including leading game development teams and driving projects from concept to completion.

🔖 CORE SKILLS

📄 **Languages:** C#, TypeScript, Swift

🔗 **Frameworks:** .NET MVC, React, React Native, Unity

📄 **Backend:** APIs, Integrations, Server-side systems

🎮 **Multiplayer:** Photon, Nakama

📱 **Platforms:** iOS, Android, Web, WebGL, Oculus

🔖 **Product:** MVP Development, Software Architecture, Project Management

📁 PROFESSIONAL EXPERIENCE

Senior Software Engineer · Eike Consulting

Sep 2024 – Present

Building across a portfolio of products spanning Unity games, React Native, Swift, and .NET MVC web apps.

- ReaderBee App — an educational mobile game for children (Unity and C#)
- Little Steps App (React Native and .NET MVC)
- Psymark — iPad app (Swift)
- Taher Menu System — web app (React and .NET MVC)
- Collaborating with cross-functional teams to take features through development, testing, and production release

Senior Software Engineer · Cubix

May 2022 – Sep 2024

Contributed to a wide portfolio of mobile and multiplayer game titles, spanning Web3/NFT play-to-earn games, casino-style card and bingo games, and narrative/RPG mobile games.

- Server-side development for multiplayer games and real-time gameplay systems (Unity C#)
- Implemented backend functionality and integrations supporting multiplayer experiences (Nakama and TypeScript)
- Contributed to Web3 and NFT integrations for game products
- Shipped titles including Boss of the World, Domino Earning World, Lady Luck, HPL Bingo, and 15+ others

Lead Game Developer · Binate Digital Pvt. Ltd

Feb 2020 – May 2022

- Led development of multiple client-based multiplayer and single-player game projects
- Owned technical delivery across game development, gameplay systems, integrations, and production releases
- Collaborated with teams and stakeholders to drive projects from concept through completion

Unity Developer · The Location Lab Pvt. Ltd

Jun 2019 – Feb 2020

The Location Lab is a Digital Twin company based in Germany.

- Developed 3D simulation and urban-planning projects for a Germany-based Digital Twin company
- Built immersive visualizations and simulations for Android, iOS, Oculus, Standalone, and WebGL
- Dent & Buckle — iPad app for recording aircraft structural defects on 3D aircraft models; now in active commercial use supporting fleets of 190+ aircraft

🌐 SELECTED PROJECTS

I've developed 30+ products across mobile, web, backend, and game platforms — the projects below are a selection of recent and notable work.

Taher Menu System 📦 React · .NET MVC

Digital menu-management platform for a large US food-service company, replacing a messy legacy system with a role-based admin portal. In active use across multiple school districts.

Psymark 📦 Swift

iPad-based visual-motor assessment tool for occupational therapists and school psychologists, replacing paper testing with digital, objective scoring. Sole developer; active commercial product.

Little Steps 📦 React Native · .NET MVC

Mobile app encouraging daily gratitude and reflection through a social feed, streaks, and badges. Senior Full Stack developer across mobile app and backend.

ReaderBee — Story Tree 📦 Unity · C# · TypeScript

Story-based learn-to-read app for children combining illustrated stories with interactive phonics word-games. Sole developer of story and word-game mechanics.

Capicú 📦 Unity · C# · TypeScript

Mobile domino game with real-time multiplayer across multiple rule variants. Built the Unity/C# client and the Nakama multiplayer backend end-to-end.

BloomRate 📦 React Native · Node.js

Social app for sharing creativity in a low-pressure space, with a multi-format feed and reactions. Sole developer of both mobile app and Node.js backend.

Dent & Buckle 📦 Unity · C# · 3D Simulation

Defect-management platform for aviation maintenance using interactive 3D aircraft models instead of 2D diagrams. First 3D simulation project; now supports 190+ aircraft fleets.

ADDITIONAL SHIPPED TITLES

Battlepillars 📦 Unity · C# · TypeScript

Real-time tug-of-war strategy game with a single-player campaign and online multiplayer.

Boss of the World 📦 Unity · C# · TypeScript

All-star cheerleading mobile game with gym management, choreography, and athlete skills.

Domino Earning World 📦 Unity · C# · TypeScript

Blockchain-based multiplayer domino platform with global social/community play.

Lady Luck 📦 Unity · C# · TypeScript

Competitive multiplayer card game with real-time matchmaking and quick duels.

HPL Bingo 📦 Unity · C# · TypeScript

Multiplayer bingo game combining strategic gameplay with Web3 tournament rewards.

Sticker Sync 📦 React Native · Node.js

Companion app for trading in-game stickers, replacing scattered Discord/Facebook chats.

🎓 EDUCATION

Iqra University

Jan 2015 – Dec 2018

Bachelor's Degree, Computer Science (BSCS) · Karachi

♥ INTERESTS

Product Development

Mobile / Web Apps

Game Development

3D Simulation

Multiplayer Systems