

# Bilal Azhar

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## Senior Unity Engineer

Senior Unity Engineer with 8+ years experience C#, Unity, .NET, C++, VR/XR and Realtime 3D Applications.

## WORK EXPERIENCE

### Arthur Technologies GmbH • Berlin, Germany • 01/2020 – Present Lead Unity Engineer

- Senior individual contributor on a large-scale enterprise VR collaboration platform across VR, WebGL, and mobile
- Owned core Unity system design, development, performance, and long-term production stability across PC, Android, and WebGL.
- Worked closely with external enterprise stakeholders (PwC, Aramco, Mondelez) to deliver custom, production-grade solutions.
- Designed and implemented a server-authoritative client-server architecture in C#, handling real-time state synchronization, room management, and concurrency control, supporting hundreds of concurrent users per session in shared VR productivity spaces.

### Senior Unity Engineer

- Integrated analytics, A/B testing, and live-ops tooling.
- Established CI/CD workflows and automated build pipelines using GitHub workflows, Jenkins, and TeamCity.

### Nexthon • Lahore, Pakistan • 01/2018 – 12/2019

#### Generalist Game Programmer

- Developed a number of games for PC, Mobile and Web as a contractor for different clients. From prototype to production.
- Implemented IAP, ads (rewarded & interstitial), liveops/events, progression & quests, leaderboards and analytics.

## SKILLS

- **Core:** C#, Unity, OOP, SOLID, Clean Architecture, C++, .NET, Design Patterns
- **Multiplayer:** Photon, Fusion, Client-Server, Quantum
- **System and Tools:** Addressables, AWS (EC2 / S3), VContainer (DI), ScriptableObjects, UniTask, CI/CD, Git
- **Platforms:** PC, iOS / Android, WebGL, XR
- **Advanced:** UI Architecture, Profiling, Performance Optimization, DOTs, Graphics Pipeline, AI

## PROJECTS

### Epic Battles of History

Worked on architecture, gameplay, real-time PVP, and Live-ops features. (link)

### Edge of Twilight

Implemented NPCs, Enemy AI and Gameplay systems.(link)

### Space Blaze Coin Party Dozer

Worked on gameplay, reward system, physics, IAP and Liveops.(link)

### AI Companion

Designed and developed complex LLM based complex companion app (link)

### Raycast Optimizer

Designed and developed a very fast raycast solution (link)

### Escape Velocity

Designed and developed FPS movement based game from scratch as a solo developer (link)

### RTS game framework

Designed and developed systems to build RTS games easily as a solo developer (link)

## EDUCATION

### Bachelors in Computer Science

UOG  
GPA: 3.44/4.0  
03/2014 – 03/2018