

Sarah Noor – Unity Programmer

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LinkedIn: [linkedin.com/in/sarah-noor-gamedev/](https://www.linkedin.com/in/sarah-noor-gamedev/)

Portfolio: <https://sarah-noor.itch.io>

Work Experience

Itch | Just One Bottle (Unity 6) May 2026 – Present

Unity Game Developer (5 members)

game: <https://sarah-noor.itch.io/just-one-bottle>

- Developed NPC AI using NavMesh

JuniperDev Game Jam | Disoriented Driving (Unity 6, WebGL, VCS) June 2026 – July 2026

Unity Game Developer (6 members)

game: <https://engulfedleader2.itch.io/disoriented-driving>

- Developed mouse-based steering controls
- Developed NPC car behaviour
- Collaborated with international team from US, over Unity version control

Steam | Synth Laser (Unity 6, Windows, GIMP, FacePunch API) August 2025 – April 2026

Unity Game Developer (Solo)

170+ playtesters, 230+ wishlists, 18 sales

game: https://store.steampowered.com/app/3966300/Synth_Laser

- Developed rhythm-synced obstacle system
- Developed fast-action math based collision system
– As Unity collision system was not quick enough for the speed and needs of this game
- Developed and optimized custom grid shader in HLSL, with 10x framerate from tutorial based shader

Krevon Studios | Abyss Occult June 2025 – February 2026

Unity Game Developer & Game Designer

game: https://store.steampowered.com/app/4327030/Abyss_Occult_Demo/

- Developed basic enemy AI, including sight and following
- Developed physics and movement mechanics of a character
- Developed dialogue interactions and cutscenes using Cinemachine and Interfaces

Itch | Bereft Home (Unity 6, C#, GitHub, DaVinci Resolve, WebGL) December 2024 – January 2025

Unity Game Developer (2 members)

300+ views, 50+ browser plays, 25 downloads, \$2 revenue

code: https://github.com/Sajjad-Chandio/Bereft_Home

game: <https://sajjad-chandio.itch.io/bereft-home>

- Developed Audio system using component pooling

Internships & Projects

Mindstorm Studios July 2022 – October 2022

Advance Programming Fellow, Intern

- **Water Loops 2022** – (Unity, Android, C#, GitHub, Blender, WebGL)

code: <https://github.com/sarah-noor-12232/water-ring-toss>

game: <https://sarah-noor.itch.io/water-loops>

- Received training in Unity, C# Scripting, Animator

Google Developer Students Club (Google Developer Groups Islamabad) September 2022 – July 2023

Game Development Officer

- Developed UI/UX of a shooter game: **Cross Fire** – (Unity, UI, C#, GitHub)

code: <https://github.com/Hammad-Muhammad-Siddique/Cross-Fire-Game>

- Conducted a Unity workshop on UI for students

Education

FAST NUCES – Bachelor's Degree in Computer Science (C++, Python, Assembly) June 2024

SuperNova College – A-levels: Pre-engineering, Pre-computing (VB.Net) 2020

AlHuda International School – IGCSE: Pre-Medical 2018

Awards & Certifications

Awards:

Hypnotic Gameplay Award, Rookie Game Jam 2022

Certificate of Merit (Gold Medal)

High Achiever Award

Mindstorm Studios (2022)

SuperNova College (2020)

AlHuda International School (2019)

Certifications:

GitHub Foundations

GitHub (April 2024)

Personal Skills: Problem Solving, Creativity, Curiosity

Technical Skills: Gameplay Engineering, Game Development, Programming, Mobile Game Development, Web Game Development, C++, C#, HTML 5, Unreal, Unity