



ABDUL HANAN

GAME DEVELOPER

ABOUT ME

Passionate game developer with 5+ years of experience in game mechanics, level design, and AI algorithms. Proficient in C#, C++, and Java, with a proven track record of launching successful projects on Steam, Play Store and App Store. Skilled in team leadership, project management, and a variety of programming disciplines. Always eager to tackle new challenges and deliver high-quality content. Reach out for more details or to see my portfolio.

 +447393-427265

 abdull.hanan065@gmail.com

 [Portfolio](#)

 [Itch.io Profile](#)

EDUCATION

Masters Degree in Games Development

Sep 2023 - Sep 2024



- University of Gloucestershire

Bachelors Degree in Computer Science

Sep 2013 - Aug 2017



- COMSATS Institute of Information & Technology

SKILLS

- C#
- C++
- JAVA
- HTML
- .Net
- REST/ Web Apis
- AWS
- OpenGL /DirectX
- AR / VR
- Gameplay design
- Optimization
- Communication
- Project management

AWARDS

Best Level 7 Student

University of Gloucestershire
June 7th 2024

WORK EXPERIENCE

VENDING



Vending Machine Games

Game Developer

Cheltenham , England
(29 Sep 2023 - Current))

- Developing a cross-platform kart racing game for iOS, Android, and PC, ensuring optimized performance across all devices.
- Led gameplay and AI programming using C#, focusing on enhancing the player experience.
- Implemented power-ups like (Missile, Bomb, Boost etc).
- Programmed features like (mini-map, positioning system, lap system and mystery items manager.
- Managed the game economy and in-game shop, ensuring a balanced progression system and well-integrated monetization features.



No Borders Innovation

Gameplay Programmer

(05 Dec 2022 - 5 Sep 2023)

- Contributed to the development of Xana, a blockchain-based online game, integrating Photon 2 for multiplayer functionality and Web API for app and user data.
- Led a team to convert the Xana mobile app to PC and WebGL.
- Spearheaded procedural generation of in-game museums using advanced algorithms to create dynamic environments.
- Developed a sophisticated avatar customization system with over 1,000 unique settings for player customization.
- Implemented both a versatile camera controller and a drone controller to enhance the multiplayer game experience.





Game Scotch Studios

Team Lead / Sr Game Developer

(27 Sep 2021 - 27 Sep 2022)

- Developed Open world RPG game which has over 1 million downloads on play store.
- Created an interactive traffic and population system that dynamically responded to player interactions.
- Employed state machines and blend tree for the development of combat system (combos and special abilities) for player and enemy AI.
- Developed features like inventory system and player customization.
- Implemented new and alternative systems to address networking and performance gaps.

TOOLS	WORK EXPERIENCE
<ul style="list-style-type: none"> • Visual Studio • Unity 3D • Notion • Android Studio • Net Beans • Photoshop • Paint • GitHub • HubStaff • Figma • Heck n Plan 	 <ul style="list-style-type: none"> • Revolt Studios pvt Game Developer (07 Sep 2020 - 24 Sep 2021) <ul style="list-style-type: none"> • Developed a world-building game that allowed users to decorate up to 10 worlds with over 10,000 items, ensuring smooth performance with no lag. • Implemented complex game logic and a finger gesture detection system to enhance user interaction. • Created a click-to-move player controller and a top-down camera controller. • Responsible for game monetization, in game shop and UI programming. • Designed and implemented a data-saving system using JSON serialization to store critical information like player health, time, visibility, and more.
<h3 data-bbox="76 698 300 734">LANGUAGES</h3> <ul style="list-style-type: none"> • English • Urdu • Punjabi • Hindi 	 <ul style="list-style-type: none"> • Conovo Technologies pvt Game Developer (09 Mar 2020 - 04 Sep 2020) <ul style="list-style-type: none"> • Developed an online isometric RPG game, later published on Steam, using C# in the Unity engine. • Created internal tools, implemented AI, and added key gameplay features to enhance user engagement. • Utilized Zenject for dependency injection, effectively managing project dependencies and ensuring smooth development workflows. • Spent significant time procedurally developing complex dungeons and writing code for intricate power-ups, contributing to the game's dynamic content.  <ul style="list-style-type: none"> • Dev Ops Studio pvt Jr Game Developer (03 Jan-2018 - 05 Mar 2020) <ul style="list-style-type: none"> • Created gameplay sequences, levels, and game sets to enhance player engagement and immersion. • Developed a dialogue system that facilitated interactions between players and NPCs, adding depth to the gameplay experience. • Demonstrated strong hands-on experience in C#, C++, and object-oriented programming (OOP) throughout the game development process.  <ul style="list-style-type: none"> • Game Loop { } Indie Game Dev <p>Founded and operated my own company, Game Loop, where I developed a diverse range of games across various genres, including horror, racing, casual, hyper-casual, simulation, and 2D using C# and C++. Additionally, worked on augmented reality (AR) projects, which expanded my expertise and versatility in game development.</p> <p>This experience provided me with a comprehensive understanding of different gaming styles and technologies, enhancing my ability to tackle varied challenges and deliver high-quality, engaging experiences across multiple platforms.</p>