

ABDUL HANAN

GAME DEVELOPER

ABOUT ME

Passionate game developer with 6+ 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
- Open CV
- Body Tracking
- Multiplayer
- 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



Humanitarian Operations

Senior Game Developer

Edinburgh , Scotland
(18 Feb 2025 - Current))

- Motion Capture & Gesture Recognition: Implementing real-time body tracking, gesture recognition, and pose estimation using MediaPipe and OpenCV to enhance interactivity and immersion.
- Multiplayer Development: Designing and maintaining seamless real-time multiplayer systems using Photon PUN 2, ensuring smooth and synchronized user experiences.
- Hardware Integration: Integrating physical devices into Unity projects via third-party SDKs and Web APIs, enabling real-world interaction within digital environments.

VENDING



Vending Machine Games

Game Developer

Cheltenham , England
(29 Sep 2023 - 02 Feb 2025))

- 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.

TOOLS

- Visual Studio
- Unity 3D
- Notion
- Android Studio
- Net Beans
- Photoshop
- Paint
- GitHub
- HubStaff
- Figma
- Heck n Plan

LANGUAGES

- English
- Urdu
- Punjabi
- Hindi

WORK 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.



• Revolt Studios pvt

Game Developer

(07 Sep 2020 - 24 Sep 2021)

- 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.



• Conovo Technologies pvt

Game Developer

(09 Mar 2020 - 04 Sep 2020)

- 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.



• Game Loop { }

Indie Game Dev

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.

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.