

# SHAIK IMRAN ALI

Game Programmer

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## Skills

- Programming Languages : C++ (Intermediate), C# (Intermediate)
- Game Engine : Unity (Beginner), Unreal (Beginner)
- Version Control : Git
- Design Pattern : Singleton, State machine

## Projects

- **Mr. Blocks (Unity):** ([GitHub](#)) ([Demo](#))
  - Implemented Basic player movement using unity's **Rigidbody2D**.
  - Created Different enemies, each have different ability like **Patrolling**, **Scaling** and **Guarding**.
  - Implemented basic UI like level complete and game over.
  - Created a sound manager using **DontDestroyOnLoad** to maintain a single instance across all levels.
- **Flappy Bird (Unity):** ([GitHub](#)) ([Demo](#))
  - Added endless and **random pipe Generation**.
  - Implemented bird movement with the ability to rotate bird based to vertical velocity.
  - Implemented basic level UI where score gets updated when passing through pipe.
- **Space Shooter (Unity):** ([Demo](#))
  - Implemented **Random enemy generation**.
  - Implemented **simple wave** mechanism with each wave certain number of enemies are spawn.
  - Implemented a **power up mechanic** for player that increases number of guns plane can use.
  - Added **Shop menu** to buy plane skins and bullet skins.
  - Made use of **Scriptable Objects** to store player data and score.
  - Implemented basic **particle system** for destruction.
- **Brick Breaker (Unity):** ([Demo](#))
  - Created a **Physic material** with less friction and more bounciness for continuously movement of ball.
  - **Instantiated** the ball on the pad with pad being its **parent** for ball to move with pad.
  - Implemented interactive audio for ball that play different sound when touching brick and pad.
- **Snow Boarding (Unity):** ([Demo](#))
  - Used **SurfaceEffector2D** for player movement.
  - Implemented Player Rotation using **Torque**.
  - Provided **Cross-platform** support allowing to be player on mobile and PC.
  - Made the level platform using **Sprite Shape Render**.

## Education

- Full Stack Game Development - Outscal (Oct 2024 - Present)
- M.A. - International Academy of Computer Graphics (Aug 2022 - Jul 2024)
- B.Tech. - Bapatla Engineering College (Jun 2018 - May 2022)