

SHAHBAAZ KHAN

Game Developer

✉ shahbaazkhanofficial@gmail.com 📞 9866424971 📍 Hyderabad 🔗 <https://theawesomeshaz.github.io/>

PROFESSIONAL EXPERIENCE

- Game Developer**, Rayll Studios Apr 2024 – present
India
- **NPC AI Development**: Designed and implemented AI behaviors for dynamic interactions.
 - **Jump Scare Integration**: Seamlessly incorporated jump scares to enhance gameplay tension.
 - **Dynamic Audio Management**: Utilized audio mixers to dynamically adjust ambient sound based on in-game events.
 - **Mini-game Integration**: Developed and integrated mini-games into the main gameplay loop.
 - **Dialogue System Implementation**: Integrated a dialogue system across multiple sequences to enhance narrative flow.
- Game Developer**, MAI Labs Aug 2023 – Present
- Designed and implemented an advanced **Grid System** and movement mechanism, enhancing object placement.
 - Spearheaded the integration process for loading and seamlessly applying images and videos onto 3D materials.
- Game Developer**, GameShastra May 2023 – Aug 2023
Hyderabad, India
- Developed **Automated Testing Library** using **Alt Tester SDK** for comprehensive testing of **Unity-based** mobile games.
 - Integrated testing library into development workflow, optimizing testing pipeline and **enhancing productivity**.
 - Led and **mentored a team of interns**, ensuring project milestones were met and fostering their professional growth.
- Game Programmer**, Alpha Networks Aug 2022 – Apr 2023
Hyderabad, India
- Spearheaded the development of captivating 2D puzzle games using the open source **Cocos Creator** game engine using **typescript**.
 - Worked closely with the art and design teams to integrate visually stunning graphics and animations, enhancing the overall gaming experience.
- Game Developer**, StareOut Games Sep 2020 – Aug 2022
Hyderabad, India
- Successfully built and deployed **Hyper-casual games** on the Play Store, reaching a broad audience **100K+ downloads** and garnering positive user reviews.
 - **Collaborated** with 2D and 3D artists, bringing captivating visuals and animations to the games, enhancing user engagement.
 - Proficiently integrated **third-party SDKs** into **Unity 3D**, enriching the games with additional functionalities and features.
 - Seamlessly **integrated Ad Networks** and **Ad Mediation Platforms** with **Unity 3D**, optimizing **ad revenue** and improving **monetization** strategies.
 - Utilized **Proguard files** for **app size optimization**, ensuring efficient use of resources and enhancing the overall performance of the games.

EDUCATION

- Bachelor of Engg. (Computer Science)**, Osmania University Jul 2018 – Jun 2022
Hyderabad, India
- Scored **8.4** CGPA

SKILLS

Game Development

Unity, C#, Cocos Creator, TypeScript.

Web Development

Html, CSS, JavaScript, Bootstrap