

Jan Ali Hassan

Game Developer

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<https://janali-17-portfolio.vercel.app/>

SUMMARY

I am a passionate and certified Unity game developer with expertise in creating engaging 2D and 3D games. Proficient in C# and well-versed in Unity's powerful tools, I have developed and launched several games across PC, web, and mobile platforms. My portfolio includes a diverse range of projects, from puzzle and stealth games to action-packed fighters, all showcasing my creativity, technical skills, and dedication to delivering immersive gaming experiences.


EXPERIENCE

Game Developer Intern (The Junk Tech)

Nov 2024 - Jan 2025  Islamabad, Pakistan

- Contributed to the development of interactive game prototypes and systems using Unity and C#.
- Assisted in creating gameplay mechanics and features that enhanced player engagement and user experience.
- Collaborated with the team to develop and optimize game logic, AI behavior, and in-game UI system

Game Developer Intern (GrayHat)

June 2025 – August 2025  Islamabad, Pakistan

- Designed and developed multiplayer game prototypes using Unity and C#, integrating Playroomkit for real-time player interactions.
- Built and refined gameplay systems for projects such as 2D Racer, Tic Tac Toe, Escape the Infected, and Roguelike, ensuring smooth mechanics and engaging experiences.
- Worked closely with the team to debug, optimize, and enhance performance across multiple platforms (PC and Web).

PROJECTS

The Great Fleece

Personal Project | GitHub Repository

- Developed a 3D stealth action game in Unity featuring immersive cut scenes, interactive storytelling, and voiceovers.
- Utilized Cine machine, Timeline, and Audio Source to create cinematic sequences and dynamic camera transitions.
- Implemented click-to-move mechanics, stealth AI, and environmental triggers to enhance gameplay depth and player immersion.

Fruit Saga

Personal Project | Game Play Demo

- Designed and developed a vibrant 2D mobile and PC game where players collect fruits to earn bronze, silver, and gold medals across 3 engaging levels.

- Integrated trap avoidance mechanics to challenge players and enhance replay ability.
- Composed and implemented custom audio effects and background music for the main menu and gameplay to create an immersive experience.

SKILLS

C# | Unity2D/3D | Animation | Scripts | Game Design | Unity
Timeline | C++ | Python | Design Patterns | Git/GitHub

TRAINING / COURSES

The Complete 2024 Unity 3D Bootcamp

Udemy — Completed 2024

- Completed a comprehensive 61.5-hour Unity 3D Bootcamp, gaining hands-on experience in game mechanics, level design, physics, animations, and C# scripting.
- Developed and published multiple 3D games and prototypes, enhancing skills in game optimization, lighting, UI/UX, and player interactions.
- Applied Unity tools such as Hierarchy, Inspector, Timeline, and Shader Graph to create immersive and polished game experiences.

EDUCATION

BS Computer Sciences | Abasyn University



Jan 2022 - Jan 2026

- Currently enrolled in the Bachelor of Science in Computer Science (BSCS) program with expected graduation in January 2026
- Gaining comprehensive knowledge in computer systems, programming, and problem-solving.

LANGUAGES

- English
- Urdu