


Ali Hassan Shahid

C++ Programmer & C#/Unity Developer

 [alihassan-shahid](#)

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 Barcelona, Spain

I am in the last year of my bachelor's degree. Development of numerous C++ projects from scratch, including but not limited to SDL for 2D games or OpenGL for 3D games and custom-made engines. Involved in numerous C#/Unity projects, spanning from AI fundamental behaviors to augmented reality (AR) mobile gaming. Other tech stack that I enjoy is Dart and Flutter for web and mobile apps. Checkout my full portfolio page [🔗](#)

Education

Video Game Design and Development at the CITM-UPC

Bachelor's Degree
2019 – In Course

Hard Skills

C++ Development
Unity/C# scripting
Visual Studio IDEs
GitHub – Trello
Dart – Flutter – Firebase

Soft Skills

Code & project management
Organization
Curiosity to learn more
Proactivity solving-problems
Teamwork

English – Spanish – Catalan

Projects

Priest of Firepower [🔗](#)

Network & Gameplay Programmer.

September 2023 - January 2024

- Implemented a network structure from scratch in Unity, without using the official NetCode API. Contributions in object replication, serialization, network object and network behavior.
- Gameplay: networking of enemies & UI

Cupra gamified car [🔗](#)

UI Designer & Unity/C# Scripting

September 2023 - January 2024

- Design and implementation of the User Interface in different parts of the User Experience flow.

Heatmap analytics [🔗](#)

Tool Programmer.

December 2023 - January 2024

- Implemented data collection through C# scripts, PHP & MySQL.
- Integrated in-editor data visualization tools like heatmaps and path visualizer.

Guardians of the Galaxy: Battle for the Universe [🔗](#)

Gameplay and Tool Programmer.

March 2023 - June 2023

- Implemented the behavior of the melee and ranged enemies.
- Designed and implemented a tool for designers to balance enemy stats and game loop features.

Wiwa Engine

Engine Programmer

March 2023 - June 2023

- Integrated "Bullet Physics" library and implemented a physics module into our custom engine.
- Integrated "Recast and Detour" library and created a unity like AI module.

Finger Smash (AR mobile game)

Unity/C# Scripting

March 2023 - June 2023

- Implementation of the game mechanics, tower and enemies' behaviors.

Wasabi Warriors

UI Programmer

February 2021 - June 2021

- Contributed on the menus, in game inventory, HUD, and dialog display.