

# Ali Hassan S.P.

Software Engineer | C++ · Unreal Engine · C#/Unity  
· .NET/Blazor

 [alihassan-shahid](#)

  
ali.shahid.1212@proton.me

 Barcelona, Spain

---

## Dear Hiring Manager,

I graduated in 2025 with a Bachelor's in Video Game Design and Development from CITM-UPC in Barcelona. Over the course of the degree I built games and tools from scratch across multiple tech stacks: C++ with SDL and OpenGL including a fully custom 3D engine, C#/Unity across AI behaviour systems and AR mobile prototypes, and a final-year diegetic inventory system in Unreal Engine 5. I also have practical experience with Dart/Flutter, PHP/MySQL, .NET, and Blazor through academic and personal projects.

Some of the work I'm most proud of: I implemented a complete game networking layer in Unity without using Unity's Netcode — covering sockets, object replication, binary serialization, and state synchronisation — for Priest of Firepower. I built a Unity heatmap analytics tool with an in-editor visualizer backed by a PHP/MySQL pipeline. For Guardians of the Galaxy: Battle for the Universe, a 25-person production using a custom C++ engine, I designed enemy AI and built designer-facing balancing tools. Our Cupra Gamified Car project was selected as the winner of the 2023-24 university edition. I work well in large teams, manage my own time effectively, and pick up new systems quickly.

I am trilingual (English, Spanish, Catalan) and available for junior, internship, or freelance roles. My full portfolio with project breakdowns is at [feroxx07.github.io](#). I would be glad to discuss any of the above in more detail at your convenience.

Sincerely, Ali Hassan Shahid

**Ali Hassan Shahid**