

Ali Hassan Shahid

C++ Programmer & C#/Unity Developer

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 Barcelona, Spain

I have finished 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, Unreal Engine, 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
Unreal Engine
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

Diegetic Inventory System in Unreal Engine 5 [↗](#)

Tools & Gameplay Programmer.

2025

- A modular and extensible inventory system for Unreal Engine.
- It is designed to be diegetic (existing inside the game world) and flexible (any actor can have an inventory).
- This project was developed as part of a final degree project (TFG).

Advanced Deferred Renderer Engine [↗](#)

Graphics & Tool Programmer.

February 2024 - June 2024

- A render engine featuring deferred rendering with Phong lighting, support for normal mapping and advanced parallax occlusion mapping. It includes Screen Space Ambient Occlusion for enhanced depth, along with an integrated resource visualizer and manipulator for intuitive asset inspection and debugging.

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.