

MEHDI ALI

Intermediate Unity Developer | Programmer

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Unity Developer with a strong foundation in 3D, passionate about designing engaging gameplay and scalable systems. Strong problem-solving skills, a lifelong learning mindset. and adaptable team player.

Experiences

Unity VR Developer – Greensky Games: Anomaly

since Jun 2024

A real-time multiplayer VR FPS extraction.

- Improved UI scalability by developing modular UI elements and a stylesheet system, reducing iteration time.
- Enhanced accessibility by localizing the entire project, ensuring seamless support for multiple languages.
- Optimized AI decision-making by implementing HTN-based behavior, improving enemy responsiveness.
- Refined multiplayer synchronization by resolving networking challenges using Photon Fusion and PlayFab.
- Standardized world scene organization, improving asset optimization and collaboration.

Unity VR Developer – Greensky Games: SWARM 2

Dec 2023 - Jun 2024

A VR roguelike arcade shooter.

- Increased game stability by resolving key bugs affecting featweapons, visuals, and core system.
- Enhanced user experience by refining modifier and perk logic for better game balance.
- Improved cross-platform compatibility by managing UI fixes and multi-VR platform input mappings.
- Improved visual quality by integrating VFX and art assets.

QA Analyst – Greensky Games: SWARM and SWARM 2

Jul 2023 - Dec 2023

- Established a scalable test suite covering UI, gameplay, and game modes, improving debugging efficiency.
- Reduced bug recurrence by developing detailed test scenarios aligned with developer task reviews.
- Ensured cross-platform functionality by validating VR compatibility and map performance across multiple devices.

Unity VR Developer – Sketchbox

Dec 2022 - Jul 2023

- Developed immersive VR training simulations for government inspections, increasing trainee engagement.
- Enhanced realism by integrating gamification elements into boat and aircraft inspection simulations

Personal Project – Mobile ARPG

2021-2022

A Mobile ARPG developed with Unity engine:

- Designed core gameplay systems, UI, and networking logic using Fish-Networking (SA & CSP).
- Improved AI behavior by implementing a state machine for enemy and player interactions.
- Created game-ready assets, including characters, environments, animations, and VFX.

3D Generalist on Upwork

2021-2022

- Delivered high-quality 3D assets (modeling, sculpting, texturing, animation) for various clients.
- Streamlined production by developing automation tools to optimize workflows.

Education

National Higher School Blida, Algeria.

2015-2020

Master's degree.

Skills

Unity | C# | VR | 3D | Blender | Networking | Photon Fusion | Fish-Networking | Playfab | AI & LLM