

MEHDI ALI

Intermediate Game Developer | Programmer

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Game Developer with a strong foundation in 3D and a background in science and mechanical engineering. Passionate about designing engaging gameplay and scalable systems, with robust problem-solving abilities, a lifelong learning mindset, and an adaptable team player. Experienced with Unity | C#, currently expanding expertise into Unreal Engine | C++.

Work Experience

Unity VR Developer – Greensky Games: Anomaly

since Jun 2024

A real-time multiplayer VR extraction shooter.

- Improved UI scalability and reusability by designing modular components and developing a stylesheet system for rapid iteration. Led localization efforts and resolved UI-related bugs across core systems.
- Enhanced enemy decision-making by implementing HTN-based AI behavior, improving perception, target acquisition, aggro management, and state transitions, while fine-tuning behaviors and fixing AI-related bugs.
- Ensured seamless multiplayer synchronization by utilizing Photon Fusion and PlayFab.
- Standardized open-world scene organization for better collaboration and optimized performance via area isolation, mesh combination, and scene structuring.

Unity VR Developer – Greensky Games: SWARM 2

Dec 2023 - Jun 2024

A VR roguelike arcade shooter.

- Increased game stability by resolving key bugs affecting gameplay, visuals, and core systems.
- Enhanced user experience by resolving UI bugs, implementing the in-game Tips UI, and managing input/controller mappings across multiple VR platforms.
- Improved visual quality by integrating VFX and art assets.

QA Analyst – Greensky Games: SWARM and SWARM 2

Jul 2023 - Dec 2023

- Improved game quality across all platforms by reviewing developers' tasks through detailed test scenarios.
- Ensured overall game stability by developing a comprehensive test suite covering all systems, supporting cross-platform VR stability, and establishing a foundation for future QA teams.

Unity VR Developer – Sketchbox

Dec 2022 - Jul 2023

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

Personal Project – Mobile ARPG

2021-2022

- Designed core gameplay systems 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

The National School of Hydraulics, Blida, Algeria

2015-2020

Mechanical Engineering.

Skills

Unity | C# | Unreal Engine | C++ | VR | Networking | Photon Fusion | AI | Playfab | LLMs | 3D | Blender