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. I am good at problem-solving and always eager to learn and evolve as a believer in lifelong learning.

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 to audio and visual cues.
- Refined multiplayer synchronization by resolving networking challenges using Photon Fusion and PlayFab.
- Standardized world scene organization, streamlining collaboration between developers and artists and improving asset optimization.

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, abilities, weapons, 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

- **Gameplay & Systems Design:** Experienced in designing gameplay mechanics, features, and scalable systems.
- **Programming & Development:** Strong C# OOP skills, game programming patterns, and Unity (intermediate to advanced).
- **Networking & Multiplayer:** Expertise in Photon Fusion & Fish-Networking (Server authoritative - SA logic with client-side prediction - CSP).
- **3D & Art Integration:** Solid understanding of both artistic and technical 3D aspects, including meshes, VFX, and animations.
- **Mathematics & Optimization:** Strong 3D math skills for gameplay mechanics and physics-based systems.
- **Tools & Platforms:** Visual Studio, Git, GitHub, Blender, PlayFab, Jira, Trello, Miro, Davinci Resolve, Adobe Illustrator, Inkscape, Krita.
- **AI & LLM Integration:** Experience in programming and integrating LLMs in Unity for interactive applications.