Rumman Bin Ali
GAMEPROGRAMMER

CONTACT INFORMATION
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EDUCATION

BSComputerScience
University of Central Punjab (UCP), Lahore, Pakistan

8th Semester | CGPA: 3.06
Expected Graduation: December 2025

ICS (Pre-Engineering)
Punjab College (Muslim Town Campus 4)
September 2019 – May 2021

SKILLS

Core Strengths
- Strong Verbal and Written Communication
- Adaptability and Quick Learning
- Creative Problem Solving
- Team Collaboration

Technical Strengths
- Gameplay and AI Programming
- UI Scripting
- Level and Game Design
- Narrative Design
- Game Art and Visuals
- Particle Sysyem

GameDevelopment Tools
- Unity3d & Unity2d
- Visual Studio Code/Community
- Git, GitHub
- VS code

Programming Languages
- C# (Proficient – Unity Development)
- C++ (Proficient)
- Python (Proficient)
- C (Basic)

OBJECTIVE

Passionate Unity Game Developer with hands-on experience in designing and building 2D and 3D games using C# and the Unity engine. Developed a range of games including FPS, space shooter, and puzzle-based mobile titles. Proficient in game mechanics, physics, UI/UX, level design, and scripting. Eager to join an innovative team to create engaging and highperformance interactive experiences.

EXPERIENCE

Unity Development Assistant Experience

April 2025 – Present

- Provided technical support during lab sessions, guiding students on scripting, physics, and asset integration.
- Reviewed and debugged student game projects, suggesting performance improvements.
- Created mini-prototypes to demonstrate key Unity concepts such as animations, collisions, and UI systems

PROJECTS

Color Cascade (Unity 2D)

- Designed a colorful puzzle game with a progressive difficulty curve and matching mechanics.
- Developed core gameplay logic, level manager, and scoring system in C#.
- Conducted user testing to refine UI and adjust challenge balance.

First-Person Shooter (Unity 3D)

- Built a dynamic FPS game with custom player controller, enemy AI, and gun mechanics.
- Integrated sound effects, lighting, health system, and respawn mechanics.
- Applied Unity's Physics engine for realistic bullet behavior and collision detection

Space Shooter Game (Unity 2D/3D)

- Created a vertical scrolling shooter with enemy spawn logic and boss fights.
- Utilized prefabs and object pooling to optimize memory and performance.
- Implemented parallax backgrounds and power-ups to enhance gameplay depth.