

SHAHBAAZ KHAN

GAME DEVELOPER

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PROFESSIONAL EXPERIENCE

Game Developer, Masala Games

Dec 2024 – Present

India

- **NPC AI Development:** Designed and implemented complex behavior systems for NPC dogs, focusing on dynamic interactions and **state transitions based on environmental and social triggers**.

Game Developer, Rayll Studios

Apr 2024 – Dec 2024

India

- **NPC AI Development:** Designed and implemented AI behaviors for dynamic interactions.
- **Jump Scare Integration:** Seamlessly incorporated jump scares to enhance gameplay tension.
- **Dynamic Audio Management:** Utilized audio mixers to dynamically adjust ambient sound based on in-game events.
- **Mini-game Integration:** Developed and integrated mini-games into the main gameplay loop.
- **Dialogue System Implementation:** Integrated a dialogue system across multiple sequences to enhance narrative flow.

Game Developer, MAI Labs

Aug 2023 – Dec 2023

India

- Designed and implemented an advanced **Grid System** and movement mechanism, enhancing object placement.
- Spearheaded the integration process for loading and seamlessly applying images and videos onto 3D materials.

Game Developer, GameShastra

May 2023 – Aug 2023

Hyderabad, India

- Developed **Automated Testing Library** using **Alt Tester SDK** for comprehensive testing of **Unity-based** mobile games.
- Integrated testing library into development workflow, optimizing testing pipeline and **enhancing productivity**.
- Led and **mentored a team of interns**, ensuring project milestones were met and fostering their professional growth.

Game Developer, Alpha Networks

Aug 2022 – Apr 2023

Hyderabad, India

- Spearheaded the development of captivating 2D puzzle games using the open source **Cocos Creator** game engine using **typescript**.
- Worked closely with the art and design teams to integrate visually stunning graphics and animations, enhancing the overall gaming experience.

Game Developer, StareOut Games

Sep 2020 – Aug 2022

Hyderabad, India

- Successfully built and deployed **Hyper-casual games** on the Play Store, reaching a broad audience **100K+ downloads** and garnering positive user reviews.
- **Collaborated** with 2D and 3D artists, bringing captivating visuals and animations to the games, enhancing user engagement.
- Proficiently integrated **third-party SDKs** into **Unity 3D**, enriching the games with additional functionalities and features.
- Seamlessly **integrated Ad Networks** and **Ad Mediation Platforms** with **Unity 3D**, optimizing **ad revenue** and improving **monetization** strategies.

EDUCATION

Bachelor of Engg. (Computer Science), Osmania University

Jul 2018 – Jun 2022

Scored **8.4** CGPA

Hyderabad, India

SKILLS

Game Development

Unity, C#, Cocos Creator, TypeScript.

Web Development

Html, CSS, JavaScript, Bootstrap