

# Shahbaaz Khan

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## Skills

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- **Programming Languages:** Go, C#, TypeScript, JavaScript
- **Frameworks & Tools:** Fiber, Gin, Gorilla Mux, GORM, JWT
- **Tools:** Linux, Git, Docker, Github Actions
- **Databases:** MySQL, MongoDB, Redis
- **Cloud:** AWS (EC2, S3, Lambda), Cloudflare (DNS, Workers and Pages)

## Projects

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- **URL Shortener** | Go, Fiber, Redis, Docker, AWS, Terraform
  - **Backend:** Go, Fiber, Redis (blazing fast with caching, rate limiting)
  - **Infra:** Docker Compose, AWS EC2, Terraform (automated, scalable, and cost-efficient)
  - **DNS:** Cloudflare Dynamic DNS (custom domain for always-on access)
  - **Frontend:** React JS (responsive UI)
- **JWT Auth API** | Go, GorillaMux, MongoDB, JWT, bcrypt  
Secure signup/login system with JWT middleware and clean MVC structure.

## Experience

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| <b>Software Developer (C#, Go)</b> <i>Masala Games</i>  | <b>Dec 2024 – Mar 2025</b> |
| <ul style="list-style-type: none"><li>◦ Developed modular NPC behavior systems using <b>Unity</b> and <b>C#</b> for responsive AI interactions.</li><li>◦ Deployed and maintained <b>backend services written in Go</b> for player telemetry.</li></ul>   |                            |
| <b>Software Developer (C#, Go)</b> <i>Rayll Studios</i>   | <b>Apr 2024 – Dec 2024</b> |
| <ul style="list-style-type: none"><li>◦ Implemented dynamic audio systems and NPC AI in <b>Unity using C#</b>.</li><li>◦ Implemented in game mini-games in <b>Unity using C#</b>.</li><li>◦ Integrated multi channel audio filters for immersive gameplay.</li><li>◦ Developed <b>backend tooling in Go</b> to get analytics reports from builds.</li></ul>   |                            |
| <b>Software Developer (C#, Go, Docker, GraphQL)</b> <i>MAI Labs</i>   | <b>Aug 2023 – Dec 2023</b> |
| <ul style="list-style-type: none"><li>◦ Built a flexible grid placement system and image/video material loader using <b>C#</b>.</li><li>◦ Created a <b>Go-based configuration service</b> for dynamic VR environment tuning via admin dashboard</li><li>◦ Integrated <b>GraphQL for efficient asset metadata queries</b>, decreasing API response times by 50% compared to REST endpoints</li><li>◦ Containerized APIs using <b>docker compose</b>.</li></ul> |                            |
| <b>Software Engineer (C#, Go)</b> <i>GameShastra</i>  | <b>May 2023 – Aug 2023</b> |
| <ul style="list-style-type: none"><li>◦ Created libraries with AltTester SDK in <b>C#</b>.</li><li>◦ Setup <b>JSON-RPC</b> for function calls in Unity.</li><li>◦ Built a <b>REST API with Go</b> to track and display test metrics.</li><li>◦ Mentored interns and managed sprints for QA pipeline enhancements.</li></ul>   |                            |
| <b>Software Developer (TypeScript, Go)</b> <i>Alpha Networks</i>  | <b>Aug 2022 – Apr 2023</b> |
| <ul style="list-style-type: none"><li>◦ Developed web games with puzzle mechanics in <b>Cocos Creator using TypeScript</b>.</li><li>◦ Created <b>REST APIs in Go</b> for player progression sync and cloud-saving.</li></ul>  |                            |
| <b>Software Developer (Unity, C#)</b> <i>StareOut Games</i>   | <b>Sep 2020 – Aug 2022</b> |
| <ul style="list-style-type: none"><li>◦ Released several hyper-casual titles with 100K+ downloads.</li><li>◦ Implemented <b>Ad Networks</b> and <b>Ad Mediation SDKs</b> in Unity using <b>C#</b></li><li>◦ Optimized monetization flows and worked closely with artists to polish visuals.</li></ul>   |                            |

Education

B.E. in Computer Science Engineering (Osmania University, Hyderabad)	2022
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Awards and Honors

- **IGDC Best Gameplay Award Winner:** Part of the team behind "Fears to Fathom: Woodbury Getaway".
- **Unity Game Development Mentor:** Conducted a hands-on Unity workshop.
- **Guest Speaker at Microsoft Hyderabad:** Shared insights on a Developer's Daily Workflow.