Ahad M S

LinkedIn | GitHub | LeetCode

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Unity Game Developer

Dynamic and self-motivated Game Developer with a passion for utilizing cutting-edge technologies to solve digital challenges. A quick learner with strong critical thinking abilities, adept at mastering new concepts independently. Specializing in Unity development for 2D and 3D games, with expertise in AR and VR technologies. Dedicated to delivering innovative solutions and immersive experiences.

Skills

Programming Languages: C#, Java, C

Unity Skill Set: 2D and 3D Game Development, AR (Augmented Reality), VR (Virtual Reality), Postprocessing, HDRP, URP, Cinemachine, Unity Timeline, Animator Controller, Animations, Audio Manager, Navmesh

Performance and Optimization: Performance Analytics using Profiler, Object Pooling, Occlusion Culling, Batching Techniques, Texture Compression, Sprite Atlas, Async Loading, Script Optimization, UI Optimization

Physics and Gameplay: Character Controller, Wheel Colliders, Particle Systems, Splines, RayCast

Other Skills: Data Structure and Algorithms, Object-Oriented Programming (OOP)

Version Control: Git, GitHub

Projects

Rush Compact (3D Multiplayer Game using Photon) YouTube Link | Itch.io
Key Features:

- In the multiplayer shooting game players have to score the highest points before the timer runs out. The team with the highest score when the timer expires will be declared as the winner.
- For multiplayer networking **Photon Pun2** was used.
- Implemented a new input system using Unity's **Input System** package for improved handling across devices and platforms.
- The shooting controller uses **Raycasting** to apply damage and spawn blood effects.
- Extensively utilized **Photon RPC** calls to synchronize gameplay events.
- Utilized **PhotonView** and related components to sync state over the network.
- Developed a custom launcher handling server connections, lobbies and instantiation.
- Players are spawned using **PhotonNetworks** Instantiate method using prefab and viewID.
- Used **Postprocessing** for visual effects.

Blue Guy (2D Platform Runner Game) YouTube Link | GitHub | Itch.io
Key Features:

- In this 2D game inspired by the beloved Super Mario series, the player's goal is to survive encounters with enemies and traps while navigating levels to ultimately find and reach the flag.
- Implemented 2D **Character movement**.
- Animated character with different **Sprites**.
- Enemy AI system using **Waypoints**.
- Utilized **2D physics, 2D colliders**.
- Added sound effects with using **Audio Source** Components.
- Implemented a health system for player and enemies.
- Introduced traps and enemies for challenge.

Pro Driver (3D Car Parking Game) YouTube Link | GitHub
Key Features:

- In this 3D car parking game, reminiscent of the popular Dr. Driving, players are tasked with skillfully parking cars within designated areas before the timer runs out.
- Implemented time mechanics for challenges.

- Achieved realistic **Vehicle physics** using Unity **Wheel colliders**, enhancing gameplay authenticity.
- Created **AI**-controlled cars and pedestrians using a **Waypoint** system.
- Implemented a level unlock system using **PlayerPrefs** and **UI**, allowing progression through the game.
- Features multiple levels with varying difficulties, providing players with increasingly challenging experiences.
- Utilized assets from the Unity Asset Store to create a detailed city environment.

Dead Zone (3D First Person Shooting Game) YouTube Link | GitHub
Key Features:

- Implemented player shooting mechanism using **Raycasting**.
- Utilized **Navmesh-based** enemy movement, providing **AI** enemy behaviors.
- Created an immersive intro and MVP cutscene using **Unity Timeline**, setting the stage for the game's storyline.
- Leveraged Unity's **Terrain** tools for realistic terrain creation, enhancing the game environment.
- Animated character, utilizing Blend Trees for seamless transitions between **Animations**.
- Introduced a gun switch system for seamless weapon transitions.
- Implemented sniper rifles and assault rifles into the weapon arsenal.

Bask It Right(AR Basketball Game) YouTube Link | GitHub
Key Features:

- In this augmented reality (AR) basketball game, players aim to achieve the target score by successfully throwing the ball into the hoop within a limited number of attempts.
- Developed custom hoop placement using **Raycasting** for precise integration in real-world environments.
- Enhanced gameplay with dynamic scoring effects and immersive sound, boosting player engagement.
- Implemented intricate scoring system with limited ball throw chances, fostering strategic gameplay.
- Implemented swipe-based ball throwing mechanics.

FlyBird(2D Endless Runner Game) YouTube Link | GitHub
Key Features:

- In this 2D game, players must control a bird and navigate it through obstacles without making contact with them.
- Developed 2D movement mechanics for flying bird character.
- Implemented high score tracking system with using **PlayerPref**.
- Engineered global **Leaderboard** functionality for enhanced player competition and community engagement.
- Integrated **Advertisements** using Unity Ads package.
- Created **Achievement** system to enhance player engagement.

Experience

Software Developer Nov 2025 - Present
Thry Rehab Solution, Vellore ,Tamil nadu

Associate Game Developer May-2024 - oct 2024
Emergio Games, Kakanad,Kochi,Kerala

Education

Unity Game Development 2023 - Present
Brototype, Ernakulam

BCom - Finance 2018 - 2021 (Ongoing)
University of Calicut

Higher Secondary(Humanities) 2016 – 2018
HSS Vazhakkulam, Ernakulam