ABRAIZ KHAN

SENIOR GAME DEVELOPER

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PROFILE

Senior Game Developer with 8+ years of experience mastering **Unreal Engine (UE4/UE5)** and **Unity 3D**, creating cutting-edge gameplay and simulation experiences. Expert in **C++, Blueprints, and C#**, with a deep command of **UI/UX systems, rendering, and performance optimization**. Known for **crushing frame-rate bottlenecks**, building **scalable cross-platform systems**, and pushing the limits of **real-time graphics**. Adept at leading diverse teams, mentoring developers, and transforming ambitious ideas into **high-impact, visually stunning, and technically superior projects**.

Portfolio: www.abraizkhan.com

PROFESSIONAL EXPERIENCE

Senior Game Engineer, MyWhoosh   Jan 2024 — Sep 2025

- **UI/UX Systems:** Designed and implemented **intuitive, high-performance interfaces** using *Blueprints, UMG, Slate,* and *C*++ within **Unreal Engine 4/5**.

- **Interactive Prototyping:** Translated **Figma mockups** into fully interactive, responsive in-game UIs, enhancing player experience and usability.

- **Camera Systems:** Engineered and optimized **spectator and broadcast camera systems** for racing simulations, ensuring cinematic perspectives and seamless control.

- **Animation Blueprints:** Developed advanced **animation state machines, dynamic blending, and montage systems**, enabling fluid gestures and complex character actions.

- **Garage & Customization:** Built **real-time customization systems** supporting character and vehicle property updates, mesh swaps, and material variations.

- **Cross-Platform Design:** Delivered **consistent, adaptive UI experiences** across PC, Mobile, and Apple TV using platform-optimized layouts and assets.

- **Optimization & Performance:** Streamlined **UI rendering pipelines** and reduced resource load, improving frame-rate stability by up to **25%**.

- **Leadership & Mentorship:** Led and mentored a **cross-functional team of developers**, providing technical direction, troubleshooting, and performance coaching.

Game Tools Programmer, MyWhoosh   Apr 2020 — Jan 2024

- **Developed custom Unreal Engine plugins and editor extensions** using *C*++ and *Blueprints* to automate workflows and improve production efficiency by **30%**.

- **Created in-engine tools and debugging utilities** to assist designers and technical artists, reducing manual setup time and increasing iteration speed.

- **Engineered automated asset management and build systems** with *Python* and Unreal's *Automation Framework*, ensuring stable cross-platform deployment.

- **Profiled and optimized performance pipelines** using *Unreal Insights, Session Frontend,* and custom profiling tools, achieving up to **25% FPS improvement** across platforms.

Game Engineer, Alpha Data   **Jan 2019 — Apr 2020**

- **Led Unreal Engine and Unity projects** for international clients, delivering optimized cross-platform gameplay and AI-driven combat systems.
- **Developed advanced VFX, particle systems, and monetization SDKs**, enhancing visual quality and boosting in-game revenue performance.
- **Implemented scalable multiplayer servers in C# (Unity)**, improving stability, performance, and real-time responsiveness across platforms.

EDUCATION

Bachelors of Computer Science   **Jan 2017**

Dadabhoy Institute of Higher Education

Advanced Diploma in Software Engineering   **Jan 2017**

Aptech

Epic Games Game Design Specialization   **Nov 2024**

EPIC GAMES

TECHNICAL SKILLS

Unreal Engine (4/5)	C++	Unreal Engine Blueprints	Unity
C#	Source Control (Git, Perforce)	Jira	REST API
WordPress			

PROJECTS

MyWhoosh - Indoor Cycling App

MyWhoosh is a UAE-based virtual cycling platform. It is a massively multiplayer virtual cycling program that enables users to interact, train, and compete in a virtual world.

Website: https://mywhoosh.com/

KANZO, Fast Paced Hack and Slash Third person Game

KANZO is a fast-paced hack and slash action game developed independently by Abraiz Khan in Unreal Engine 5, featuring fast paced combat, fluid mechanics, and immersive cyberpunk environments.

Steam: https://store.steampowered.com/app/2106490/KANZO/

Prime View: Property Visualization with Virtual Reality (VR) and Pixel Streaming

Prime View is an Unreal Engine 5–based real estate visualization platform by Abraiz Khan, offering immersive 3D property tours with real-time availability and cross-platform access, it also supports VR and Pixel Streaming

Link: https://abraizkhan.com/portfolios/prime-view-where-real-estate-meets-innovation-made-in-unreal-engine-5/

Heroic Moments – Snaps with Superheroes in Augmented Reality (AR)

https://abraizkhan.com/portfolios/heroic-moments-photos-with-superheroes-in-augmented-reality-ar-%f0%9f%8c%9f/