

Zeeshan Abdul Raoof

Game Developer (Unity | C#)

+91-8136812080 | zeeshanabdulraoof@gmail.com | PORTFOLIO | GITHUB
Kochi, India | Relocation: Yes



SUMMARY

Game developer with hands-on experience creating immersive 2D and 3D games in Unity using C#. Skilled in building core mechanics, smooth player controls, basic AI systems, and interactive environments. Passionate and focused on crafting fun, polished gameplay experiences and continuously improving through new tools, design patterns, and performance optimization. Dedicated to delivering code that is clean, efficient, and easy to maintain.

SKILLS

Unity 3D

C#

Player Controllers

Physics

AI Basics

Mobile Builds

APK

Level Design

Git

UI

Menus

Playtesting

Bug Fixing

PROJECTS

Nightfall-First-Person 3D Zombie Survival Shooter (PC)

<https://www.youtube.com/watch?v=K-1Y1czYeeo&t=1s>

Developed a fast-paced zombie survival FPS in Unity with C#, featuring:

- Dynamic enemy AI, wave-based spawning, and progressive difficulty scaling with objectives to be completed under a strict time limit.
 - Object pooling to optimize performance. Designed and scripted player movement, shooting systems, and health management.
 - Immersive level layouts to balance pacing and tension. Added animations for weapons, enemies, and interactions to enhance realism
- Focused on clean, maintainable code and gameplay polish.

Blade Spiral – 2D Knife-Throwing Arcade Game (MOBILE)

<https://www.youtube.com/shorts/9bXc8NYiq30>

Developed a knife-hit classic featuring:

- Rotating elemental spirals
- Progressively challenging patterns
- Smooth throwing mechanics and precision hit detection.

Rocket Launcher 3D (PC)

<https://www.youtube.com/watch?v=oZrzbyaEUrl>

Created a 2.5D arcade-style rocket navigation game in Unity with C#, featuring .

- 4 progressively challenging levels and a functional main menu.
 - Implemented intuitive take-off controls (hold space to launch) and responsive A/D steering, with physics-based flight dynamics for realistic movement
 - Designed and programmed obstacle patterns, landing pad detection, and level progression to test timing, maneuvering, and precision.
- [VIEW ALL PROJECTS](#)

RELEVANT EXPERIENCE

Participated in Zimension Game Jam '25 (in partnership with GDAI (IGDC))

[Zimension 3D Technologies](#)



- Created an open-world 3D narrative story driven game in under 72 hours as part of the Zimension Game Jam.
- Collaborated and delivered in a team handling the core game and level design, coding, and storytelling elements.
- Implemented dialogues, interactive NPCs, and cutscenes to enhance player engagement and narrative depth.
- [Play it here](#)

EDUCATION

11/2024 - 07/2025

Kochi, India

- Professional Diploma in Game Development
[Big Boy School of Gaming](#)

09/2019 - 01/2021

RAK, United Arab Emirates

- Bachelor of Arts in Accounting & Finance
[University of West London](#)

OTHER EXPERIENCE

11/2020 - 11/2023

Sharjah, United Arab Emirates

- Sales Supervisor
Western Union
 - Supervised daily sales operations, coached staff, and improved team performance.
- Sales Executive
Samsung Mobile
 - Frontline sales and customer support.
 - Consistently met monthly targets.
- Event Supervisor / Volunteer Coordinator
Vibes (Various concerts/events)
 - Managed teams of volunteers, handled ticket scanning operations and escalations; trained new volunteers.

10/2018 - 10/2019

Dubai, United Arab Emirates

2016 - 2019

Dubai, United Arab Emirates