



# Riasat Azim Khan

## Game Programmer

### CONTACT

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- [Portfolio](#)

### EDUCATION



Engineering Degree in  
Computer Science  
North South University  
Dhaka  
Bangladesh  
2011 - 2014

### SKILLS

- Unity C#
- Game Programmer
- Debugging
- Particle System
- Shader Graph
- VersionControl
- SDK Implementation
- Optimisation
- Ad Monetisation
- In App Purchase
- Trello
- Android Deployment
- iOS Deployment

### Published Titles

- [Prank Master 3d](#)
  - Core gameplay, Effects
  - Alpha Potato
  - Android and iOS
- [Pawn Shop Master](#)
  - Core gameplay Loop
  - Alpha Potato
  - Android and iOS

### SUMMARY

I specialize in making 3d/2d games using the **UNITY** game engine. With experience over **10 years** I focus not only on high quality games but also optimizing the development process.

I am Well acquainted with SDK deployments, Ad networks deployments, performance optimisation, custom shaders using shader graphs, HLSL and Particle effects.

I emphasize effective communications for better task management. I also love contributing to game design.

### WORK EXPERIENCE



#### Senior Game Programmer

Kolpoverse Studios

Jan 2023 - present

- ☐ Puzzle Games From Core Gameplay to production
- ☐ Casual, Hybrid casual games(From Core Gameplay to production)
- ☐ Lighting, Shaders and effects
- ☐ Optimization, SDK implementation, Version control
- ☐ Videos Of my [Projects](#), [More](#)



#### Senior Game Programmer

Alpha Potato

Feb 2020 - Dec 2022

- ☐ Quick prototyping for Hyper Casual games (From Core Gameplay to production)
- ☐ Lighting, Shaders and effects
- ☐ Optimization, SDK implementation, Version control
- ☐ Worked on two published games
- ☐ Videos of my [Projects](#)



#### Game Programmer

Pechas game Studios

Jan 2015 - Jan 2020

- ☐ Casual (From Core Gameplay to production)
- ☐ effects on games ( particle system etc)

