

Riasat Azim Khan

Senior **Game Programmer** with 8 years experience and Multiple Hyper Casual Published Titles

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Summary/Objective

- I specialize in making 3d/2d games using the **UNITY** game engine. With **experience over 8 years** I have **Two Published Titles** under my belt. 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.

Skills

- Unity C#
- Game Programmer
- Debugging
- Version Control
- SDK Implementation
- Optimisation
- Ad Monetisation
- In App Purchase
- Trello
- Android And iOS Deployment

Work Experience

SENIOR GAME PROGRAMMER

Kolpoverse Studios | Bangladesh | Jan **2023** – **Present**

- The production process here required me to make a game testable prototype within two weeks. So Here are some noteworthy projects that I have done. [Video link Here](#).
 - Red Rail Redemption: A rail shooter on a train with a gatling gun in western theme.
 - Contributions: Shooting mechanics, Camera, Lighting, Effects, vehicle system, enemy AI, SDKs etc
 - Chain Squad: A top down Snake Style Bullet hell Game with weapon upgradation system level wise.
 - Contributions: Shooting mechanics, Movement mechanics like chain, weapon upgrade system, enemy AI, Camera, lighting, Effects, Shaders, UI and SDKs.
 - Armored Assembly: A combination of merge and match three, top down Base invasion style game.
 - Contributions: Simulation between player AI and Enemy AI, merge mechanics, bullet effects, Shaders, Lighting, UI and SDKs.
 - Rush hour: Top Down Collection type Game where player Collects other NPCs roaming around and puts them in a train which is going to leave soon.
 - Contributions: Movement, Collection, Bulging of train, lighting, Shaders, UI and SDKs.
 - Loop Manager: Idle game with a Horse Racing on track theme.
 - Contributions: Simulations, inventory management, Upgrades, Lighting, Shaders, UI and SDKs.
 - War Medic: Top down Arcade style game where the player collects wounded soldiers from a battlefield and takes them to medical camps under enemy fire. Healing enough soldiers in time results in a win.
 - Contributions: War Simulation, Player soldier AI, Enemy AI, player movement, Upgrade system, Effects, lighting , shaders, UI and SDKs;

SENIOR GAME PROGRAMMER

Alpha Potato | Bangladesh | Feb **2020** – **Dec 2022**

- Production requirements were a game Prototype in two weeks. Below I am showing some noteworthy games. [Video Link Here](#). Also I was able to work on **Two published titles** that are described Below.
 - **Prank Master 3D**: A choice based puzzle game where the player pranks on the game character. Published by lion studios.
 - Contributions: Core gameplay, a lot of Effects in game, some of the shaders.
 - **Pawn Shop Master**: A shop management system game. The Player has to buy and sell different items in order to make a profit and upgrade their inventory and store.
 - Contributions: Core gameplay loop, NPC AI, Effects, lighting.

- Art With Shadows: puzzle game with shadows where the player rotates a torchlight in order to solve it.
 - Contributions: Puzzle Mechanics, custom shadow system, shaders, UI and SDKs.
- Combo Juggler: Side Scrolling beat em up style game, player drags on screen to point towards and swing towards it to start the combo.
 - Contributions: Swing Mechanics, fighting, movements, Lighting, UI and SDKs.
- Crime Scene Cleanup: Top Down Puzzle game. The player's job is to escape the crime scene after getting rid of all evidence.
 - Contributions: Movement system, mission board, Enemy AI, lighting, Shaders, UI and SDKs.
- Entropy Puzzle: A puzzle game where the player has to solve some puzzle by reversing time on some objects.
 - time reverse mechanics, puzzle system, movement, lighting, shaders, UI and SDKs.
- Shadow Walk: A 2d puzzle game where a player has to solve a puzzle by rotating a torchlight.
 - Contributions: Custom Shadow system, movement, Shaders, UI and SDKs.
- Slash Hero: First Person view Hack and Slash with a sword game. A horde of enemies run towards the player and the player has to slash them and deflect bullets shot at them.
 - Contributions: Movement, Slash mechanics, dismemberment, lighting, Shaders, UI and SDKs.
- Thunderstruck: Top Down Stop the horde game, where the player plays as a god and destroys enemies with different powers with cool down. Enemy is trying to make a monument in order to stop the player, on completion the player would lose.
 - Contributions: Core loop, Effects, simulation, Enemy Ai, Shaders, lighting, UI and SDKs.
- Tiny hair Dresser: A grass cutting style game but as a Tiny person cutting hair on peoples heads.
 - Contributions: Grass cutting mechanics, Movement, hair Shaders, Lighting, UI and SDKs.
- Tower Hero: Top Down base defense game. Player with a bow and arrow defending against a horde of enemies.
 - Contributions: shooting mechanics, movement, Camera system, Enemy AI, Effects, lighting, UI and SDKs.
- Zero gravity Dress Up: Puzzle game where one has to dress up a person floating in zero gravity by throwing clothes to specific parts of the body. Dress has to match the reference given.
 - Contributions: Active Ragdoll system, slingshot mechanics, Lighting, Effects, UI and SDKs

GAME PROGRAMMER

Pechas Game Studios | Bangladesh | Jan 2015 – Jan 2020

- Worked on mostly casual sports games and hyper casual games
 - [Goli Cricket](#): A Turn based multiplayer cricket game. The theme is streets in bangladesh. Controls are a sling mechanic with release timing to score the big shots.
 - Contributions: Core gameplay mechanic, Batting AI, Bowling AI, Fielding AI, Effects, UI, Lighting.
 - [Cricket Career Super League](#): A management game with the theme of managing a cricket team in a league. It also had a full match simulation system with playable cricket games with batting and bowling.
 - Contributions: Core loop, match Simulation step by step, Batting AI, Bowling AI, Fielding AI Upgrade system, UI, [Effects](#).
 - [Pipe Rotate](#): A hyper casual puzzle game where the player rotates different pipes with different shapes in order to fill the bucket below.
 - Contributions: Fluid mechanics, core gameplay. UI, Lighting.
 - Chop & chop: A hyper casual vegetable cutting game.
 - Contributions: Core loop, cutting mechanic, UI, Lighting etc
 - [Game Dev Idle](#): A management game where the player has to manage a game developer studio and publish games.
 - Contributions: core loop, management system, Upgrade system, Lighting, UI.

Education

Computer Science and Engineering

North South University

Bangladesh, Dhaka

2011 - 2014