Riyas Usman

UNITY GAME DEVELOPER

📞 +91 9746790124   ✉ riyasusman50@gmail.com   in LinkedIn   ○ GitHub   👤 Portfolio

Profile Summary

Self-taught Game Developer who is enthusiastic about game development and loves to solve problems digitally with top-notch technologies. A curious learner capable of thinking critically, solving problems independently, and learning new concepts and technologies quickly. Proficient Unity 3D developer with expertise in 2D and 3D game development.

Experience

Game Developer & Trainer

Infocom Software Pvt. Ltd. | July 1, 2024 – January 15, 2025 (6 Months)

- Developed several casino-style games from scratch, contributing to the company's gaming portfolio
- Conducted 1-hour training sessions for game development students, sharing industry knowledge and best practices.
- Gained invaluable experience in game development, enhancing technical skills and industry understanding.

Projects

KillZone (2D Platform Runner Game)

Itch.io | **GitHub**

2D game with a concept similar to Killer Bean, where the player's objective is to eliminate enemies and make their escape from the location.

- Implemented **Waypoint** based movement for enemies.
- Audio manager using **Singleton pattern**.
- **Playerprefs** for updating highscore.
- Utilized **2D physics** simulation, raycasting, **tile mapping**, Sprite and level designing.

Driving Master (Parking Simulator Car Game)

Itch.io | **GitHub**

- Designed and developed a 3D car parking game using Unity3D, emphasizing realistic physics and challenging parking scenarios.
- Vehicle physics achieved using **Unity wheel colliders.**
- Earn coins Using Level Bonus and Time Remaining.
- **PlayerPrefs** for updating high score.
- Level Unlocking System.

TDM (Multiplayer - Photon)

Itch.io | **GitHub**

- Built a multiplayer FPS game using Unity3D and **PUN2**, enabling engaging and competitive online Gameplay.
- Implemented AI bots for improved gameplay dynamics.
- Online LeaderBoards using **Custom Properties.**

Technical Skills

Unity Skill Set

- Cinemachine
- Animation System
- Audio System
- Render Pipelines
- Navmesh

Optimization Skills

- Occlusion Culling
- Batching Techniques
- Texture Compression
- Sprite Atlas

Coding Skills

- Unity Events & Actions
- DSA
- OOP Concepts
- Design Patterns

Languages

- C# · Java · C

Version Control

- GitHub
- Source Tree

Packages

- Probuilder
- AR Foundation

Education

Unity Game Development
Brototype, Ernakulam
2023 - 2024

BCom - Computer Application
Mahatma Gandhi University
2019 - 2022 (Ongoing)