

# Riyas Usman

## UNITY GAME DEVELOPER

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[LinkedIn](#)

[GitHub](#)

[Portfolio](#)

### Profile Summary

I'm a self-taught Game Developer passionate about solving problems with top-notch technologies. With 1+ year of experience in Unity development, I have a strong background in both 2D and 3D game development. I've worked on casino and hyper-casual games, focusing on creating engaging gameplay, optimizing performance, and troubleshooting issues.

### Experience

#### Unity Game Developer & Trainer

##### Infocom Software Pvt. Ltd. ( Kochi , India )

- 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.

#### Unity Game Developer

##### Grand Gaming ( Bangalore , India )

- Grand Premier League** [🔗](#)
  - In the development of Grand Cricket, I worked on API integration and resolved game bugs. Additionally, I implemented GG coins and integrated ads into the game for monetization.
- Zombie Drift** [🔗](#)
  - In Zombie Drift, I was responsible for fixing game bugs, integrating APIs, and implementing ads.

### 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 (3D Parking Simulator Car Game)

[Itch.io](#) | [GitHub](#)

#### TDM (Multiplayer - Photon PUN2)

[Itch.io](#) | [GitHub](#)

### 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)