Riyas Usman

Unity Game Developer

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Summary

I am an experienced game programmer with over 2 years of expertise in developing free-to-play mobile games. Driven by a passion for creating innovative gaming experiences, I thrive in fast-paced, creative environments and enjoy collaborating with like-minded, dedicated teams.
My strengths lie in programming engaging gameplay features and mechanics. I excel at breaking complex systems into manageable tasks and bridging the gap between technical and non-technical team members through clear, effective communication.

Professional Experience

Unity Game Developer, *Grand Gaming*   01/2025 – Present
     Bengaluru, India

At Grand Gaming, I contributed to the development and maintenance of titles such as Grand Premier League and Zombie Drift. My responsibilities included API integration, bug fixing, and ad implementation, helping to deliver a smooth and monetized gameplay experience. Alongside my professional work, I'm currently collaborating with an artist on an indie game project, where I'm handling development and gameplay mechanics. This ongoing project allows me to experiment with creative ideas while refining my technical and collaborative skills in a smaller, hands-on team setting.
Unity, C#, Webgl

Associate Game Developer/Trainer, *Infocom Software Pvt. Ltd.*   07/2024 – 01/2025
     Kochi, India

At Infocom Software, I was responsible for developing multiple casino-style games from scratch, contributing significantly to the company's gaming portfolio. In addition to development, I conducted regular one-hour training sessions for game development students, sharing practical insights, industry best practices, and technical guidance. This role allowed me to strengthen my development skills while mentoring aspiring game
developers and gaining a deeper understanding of the game industry.
Unity, C#, Casino

Internship Unity Game Developer, *Brototype*   03/2023 – 11/2024
     Kochi, India

During my internship at Brototype, I built both 2D and 3D games while also exploring multiplayer, VR, and AR development. In 2D, I developed an action game inspired by Killer Bean, where players eliminate enemies and escape from each level, implementing waypoint-based enemy AI and an audio manager using the Singleton pattern. In 3D, I created a realistic car parking simulator and a third-person shooter with an optional first- person perspective. I also ventured into immersive technologies by prototyping a VR tenpin bowling game using the XR Device Simulator, and an AR basketball game, further expanding my skill set in interactive and extended reality experiences.
Unity, C#, Java, HTML, Bootstrap

Education

B.Com in Computer Applications, *Mahatma Gandhi University*   2019 – 2022
Ongoing   Kochi, India

Skills

Game Engines   **Version Control**
Unity   Git, Sourcetree

Scripting Language   **Production Tool**
C#, Java, C, HTML, Bootstrap   JIRA

Notable Projects

KillZone (2D), *Unity Developer | Game Designer* ⬀
- 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.

Unity, C#, 2D

Car Parking (3D), *Unity Developer | Game Designer* ⬀
- 3D car parking game that challenges players to park cars within a specified area before the time runs out.

Unity, C#