Shaloob Pullat

Unity Game Developer

Unity Game Developer with a proven track record at BROTOTYPE in Calicut, Kerala, specializing in game development and optimization. Skilled in level design, C#, 2D and 3D game creation, AI with NavMeshAgent, and using Unity's Animator and Animation tools. Experienced in debugging, performance tuning, unit testing, and GitHub for version control. Applies game design principles and creative thinking to enhance UI and overall gameplay experience.

✉ shaloobpacm@gmail.com

📱 +919746311375

📍 Malappuram,Kerala, India

🔲 shaloobpullat.github.io/PortfolioGameDev

in linkedin.com/in/shaloob-pullat-a473b6357

⚙ github.com/shaloobpullat

EDUCATION

Calicut University

BSc. Electronics and Communication

Malappuram, KL

PERSONAL PROJECTS

2D Brick Breaker Game – Unity, C#

- Designed and developed a classic 2D Brick Breaker game using Unity. Implemented core gameplay mechanics including **paddle movement** , **ball physics** , **brick collision and destruction** , **scoring system** , and **win/loss states** . Utilized **prefabs** , **UI elements** , and **basic physics materials** to create a polished and responsive player experience..

Car Parking Game – Unity

- Developed a 3D car parking game in Unity featuring 7 progressively challenging levels. Implemented realistic vehicle physics using **Wheel Colliders** and added **AI-controlled traffic** to simulate real-world driving conditions. Used the **Unity Spline** Tool to efficiently place and align street lights along the roads, enhancing the visual quality and realism of the environment.

2D Platformer Game – Unity

- Created a 2D platformer game in Unity utilizing **tile mapping** for level design and custom **sprites** for characters and environments. Implemented interactive elements using **Hinge Joint 2D** for swinging platforms and used Unity's **2D physics tools** to handle player movement, collisions, and object interactions, resulting in smooth and dynamic gameplay.

Third Person Shooter Game – Unity, C#

- I created a 3D Soldier Rescue Game where players infiltrate enemy zones, overcome obstacles, and rescue soldiers. It features story-driven cutscenes with **Unity Timeline** and **Cinemachine**, strategic level design with stealth and enemies, realistic AI using **NavMesh**, smooth **combat animations**, and polished visuals and sound.

WORK EXPERIENCE

Unity Game Developer intern

BROTOTYPE

09/2024 - Present   *Calicut, Kerala, India*

Achievements/Tasks

- **1.** Provided support for the development of video games and contributed to various creative projects.
- **2.** Debugged software code and translated requirements into clean, efficient code.
- **3.** Produced prototypes of gameplay ideas, features, animating characters, and objects.

SKILLS

Level design

Programming languages: C#

2D and 3D Game Development

AI programming, NavMeshAgent

Unity's Animator and Animation tools

Version control

Debugging and optimization

Physics and movement

DOTween

UnityEvents

Unity Actions

User interface design

Multiplayer using photon pun

Data Structures and Algorithms (DSA)

LANGUAGES

English
Professional Working Proficiency

Malayalam
Native or Bilingual Proficiency

INTERESTS

Making games   Playing games

Game cutscene making

Youtube video making