



# GAME DEVELOPER

## Hiroshi Tanaka



I am a software and video game developer who specializes in Unity development. I began working in 2016 and my peers are considering me a senior software engineer and Unity 3D, C# and JavaScript expert. I have worked on various projects, including game development, web development, augmented reality, and virtual reality. I have extensive experience in building high quality software. Throughout my career, I've worked on my own and with others as a freelancer. My past teammates can vouch that he can quickly integrate into interdisciplinary teams and any project type (UI/UX, back-end, and so on). I am a proactive individual who enjoys tackling new challenges and working with new tech. And also I am an articulate, effective communicator who prides himself on his creativity and flexibility throughout all phases of development and enjoys working on teams of all sizes.





# Language

C#, C++, JavaScript, PHP, HTML5, CSS3

# Frameworks

Unity, Unity2D, Unity3D, Unreal Engine

# Other

Game Development, Game Design, Gameplay Development, Game Programming, Shaders, Game AI, Level Design, Unity2D, Unity3D, Unreal Engine

# Tools

Visual Studio, SourceTree, Git

# Platforms

Windows, Android, iOS, MacOS, Linux

# Storage

MySQL, MongoDB

# Libraries/APIs

Node.js, WebGL, OpenGL, REST APIs



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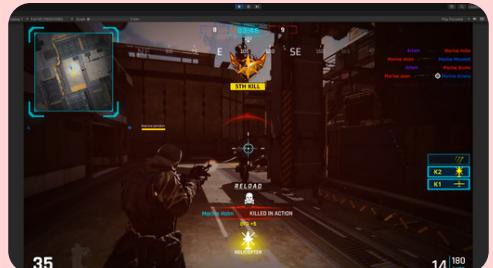
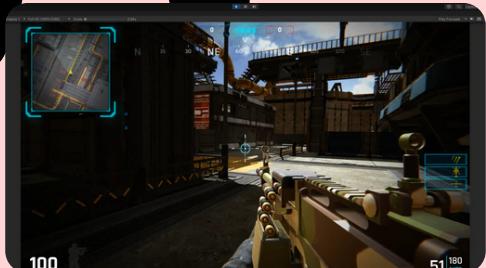
Telegram : @jellyfish9629



# Portfolio

## HYPERMOVE

### MFPS GAME



I have developed MFPS game called "HyperMove" – a cutting-edge multiplayer game that I have developed using the powerful Photon network engine. I have added immersive gaming experiences where players can enjoy weapon customization and explore four meticulously crafted maps, each tailored to specific duties, to push their skills to the limit. In "HyperMove," powered by the Photon network engine, players will be transported into a fast-paced world of futuristic battles. They can engage in intense multiplayer combat with players from across the globe, thanks to the engine's robust networking capabilities. The seamless gameplay, precise synchronization, and minimal latency provided by the engine allow players to fully immerse themselves in the heart-pounding action.

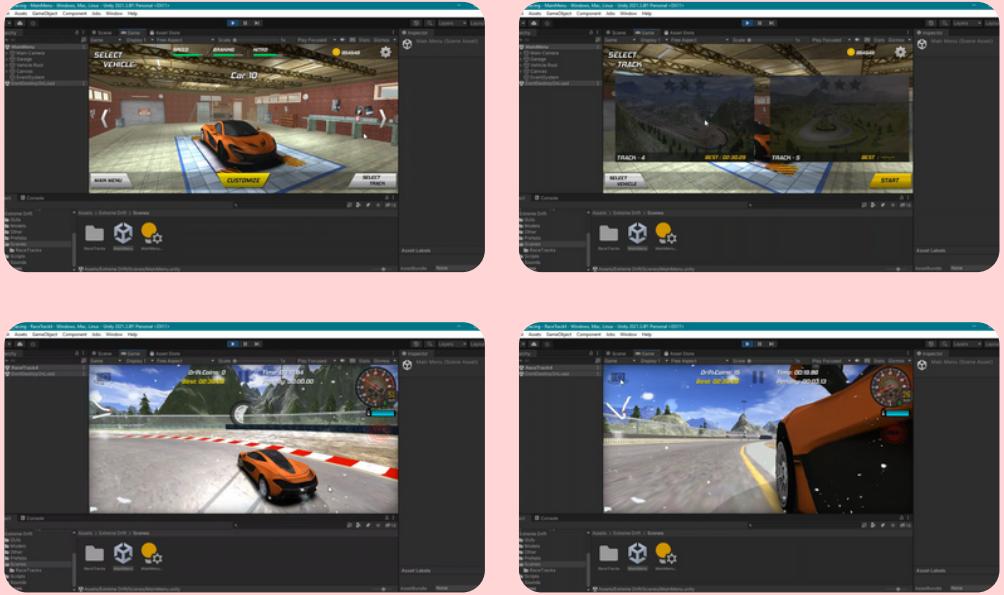


# Portfolio



## CAR CONTROL

# Racing

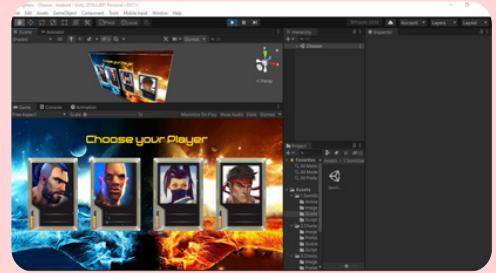
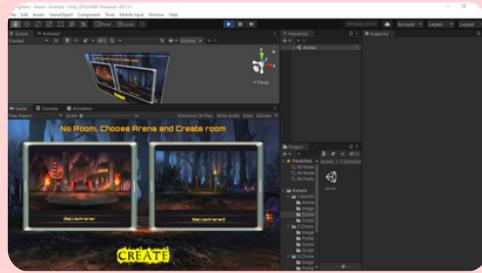


I have developed a thrilling racing game called "Racing" using Unity. This game provides players with an immersive and adrenaline-fueled racing experience, allowing them to compete against AI opponents or challenge their friends in multiplayer races. To create realistic and responsive car physics, I have utilized the RCC (Realistic Car Controller) asset in Unity. This controller offers a comprehensive set of features, including accurate vehicle dynamics, suspension systems, and realistic tire behavior. By integrating the RCC controller, I have ensured that the cars in the game handle realistically and provide an authentic racing experience. In "Racing," players have access to a wide range of high-performance cars, each with its unique





# MOBILE *Fighter*



I have developed a game called "Fighter" using Cocos Creator. "Fighter" is an action-packed 2D fighting game that offers players an intense and thrilling combat experience.

To enhance the gameplay experience, I have added a variety of game modes. Players can choose to play in a single-player campaign mode, where they progress through a series of challenging levels and face increasingly difficult opponents. To make the combat more engaging, I have implemented a combo system. In terms of visuals, I have created stunning 2D graphics with detailed character animations and dynamic backgrounds. The game's art style is visually appealing and complements the fast-paced action, immersing players in the world of intense martial arts battles. The user interface is designed to be user-friendly, providing a seamless and enjoyable gaming experience.





# SLOT GAME Chinese Frog

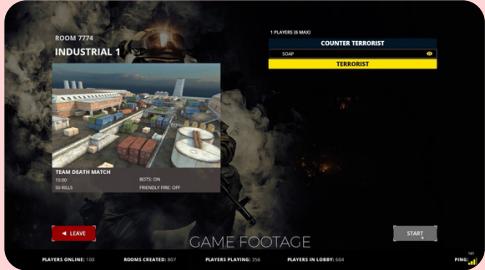


I have developed a slot game called "Chinese Frog" using Unity. The game features a 5x3 reel layout with various Chinese-inspired symbols such as lucky coins, dragons, and lanterns. To enhance the player experience, I have added exciting bonus features. I have incorporated a progressive jackpot system into the game. I have implemented a free spins feature. When players land three or more pyramid symbols on the reels, they are rewarded with a certain number of free spins. During these spins, all winnings are multiplied, providing players with the opportunity to accumulate significant rewards. The graphics are high-quality, and the interface is intuitive, allowing players to easily navigate through the game and understand its mechanics.





# FPS *shooting* War



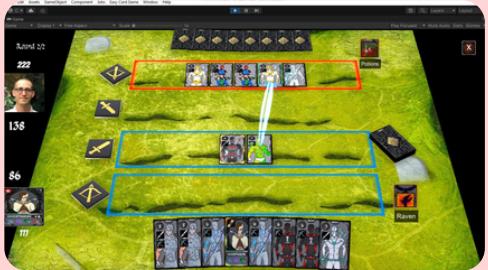
I have developed "Shooting War," an exhilarating game that immerses players in the heart-pounding action of intense combat scenarios. With stunning graphics and realistic sound effects, players are transported to a world where they must strategically navigate through various war zones, engaging in thrilling shooting battles against enemy forces. The game offers a wide range of weapons and equipment, allowing players to customize their loadouts and employ different tactics to outsmart their opponents. "Shooting War" provides an adrenaline-fueled gaming experience that keeps players on the edge of their seats, delivering hours of intense and immersive gameplay.





# CARD GAME

# *Final Card*

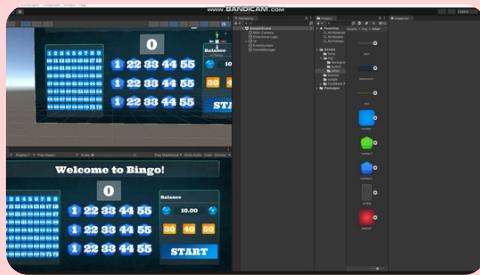


I have developed "Final Card," an engaging card-based RPG game that takes players on an epic adventure through a mystical world filled with magic and danger. In this game, players assume the role of a skilled hero who must assemble a powerful deck of cards representing various spells, abilities, and allies. As they progress through the game, players engage in strategic card battles against formidable opponents, utilizing their deck to unleash devastating attacks, cast powerful spells, and summon allies to aid them in their quest. With captivating storytelling, immersive visuals, and a deep leveling system, "Final Card" offers an exciting and immersive RPG experience that will keep players hooked for hours as they strive to become the ultimate card master.



# Other Games

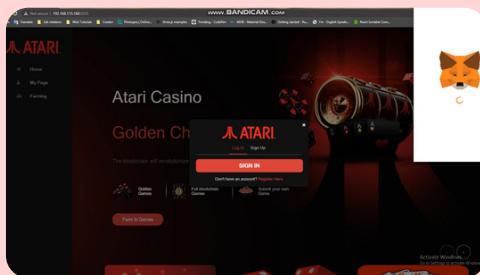
*Bingo game*



*football betting*



*Slot game*



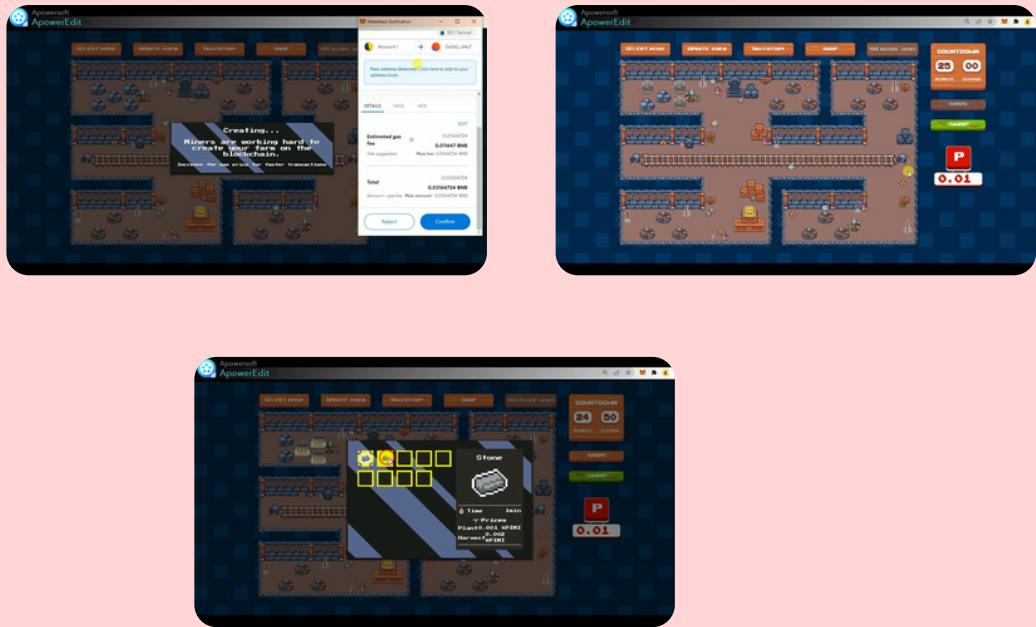
*Red Dog game*





# Other Games

## PixelMine



In my game developer portfolio, I have collaborated closely with clients like you to create engaging and immersive gaming experiences.