



ABDUL HANAN

Game Developer

About Me

Passionate Unity Game Developer with 6+ years of experience in PC & Mobile game development. Skilled in AI, multiplayer, car controllers, and survival systems. Founder of Boss Studio, with 10+ published projects. Currently expanding my portfolio through freelance projects and advanced studies. Published 7+ games on Google Play Store & itch.io



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Pakistan Rahim Yaar Khan

Language

- English
- Urdu

Expertise

- Unity Game Development
- C# Programming
- AI Systems
- Multiplayer Development
- Car and Vehicle Controllers
- Base Building and Crafting Systems
- Game Optimization
- UI/UX for Games

Experience

Boss Studio – Indie Game Developer

2021 – Present

- Founded my own studio and developed 10+ Unity games (PC & Mobile).
- Built custom systems (AI, car controllers, base building, crafting, multiplayer).
- Published projects and shared demos on Google Play & Itch.io.
- Published 7+ games on Google Play Store & itch.io

Freelance Game Developer

2022 – Present

- Delivered Unity projects for international clients (PC & Mobile).
- Created scripts, prototypes, and optimized games for smooth performance.
- Collaborated with clients to turn game ideas into working playable builds.

Education

- ICS – MTB College (Ongoing, 2023 – Present)
- Matric (Science) – IQRA School (2021 – 2023)

Skills Summary

Unity (2D/3D), C#, AI Development, Car Controllers, Multiplayer (Photon), Mobile Optimization, Blender (Basic), Photoshop, PC & Mobile Game Development.