

# Taha Kraloua

## Unity / C# Game Developer – Gameplay Systems & Prototyping

2 Years Experience | Systems • Architecture • Performance

### About Me

I am a Unity game developer with over 2 years of professional experience working on commercial projects, with additional years of independent and solo game development in both 2D and 3D, with a strong focus on gameplay systems, backend architecture, and rapid prototyping.

I regularly work on projects from scratch as well as stepping into existing codebases to extend features, refactor systems, improve performance, and fix complex bugs. I am comfortable working in small indie teams, studio pipelines, and white-label contractor setups.

I also hold a degree in Biomedical Engineering, which provides a strong analytical and problem-solving foundation that translates well into system design, optimization, and technical debugging.

### Core Skills

- Unity (2D & 3D)
- C# (primary), C++ (supporting)
- Gameplay systems and architecture
- AI, combat systems, progression systems
- Performance optimization and refactoring
- Rapid prototyping and iteration
- Working within existing pipelines and coding standards

### Selected Projects

#### Fallen Banners (In Development)

- Designed and implemented scalable unit logic supporting large numbers of agents
- Built formation, movement, and combat systems with performance constraints in mind
- Focused on maintainability, extensibility, and clean architecture
- Ongoing solo project demonstrating system-level design and long-term scalability
- [https://store.steampowered.com/app/4077890/Fallen\\_Banners/](https://store.steampowered.com/app/4077890/Fallen_Banners/)

#### Card Summoner

- Implemented gameplay features and supporting systems
- Built the initial prototype and core gameplay systems, iterating on mechanics and balance
- [https://store.steampowered.com/app/2955120/Card\\_Summoner/](https://store.steampowered.com/app/2955120/Card_Summoner/)

#### Fledglings

- Gameplay programming support during development
- System-level improvements and technical assistance
- Worked within an established project structure

- Bug fixing and stability improvements
- <https://store.steampowered.com/app/2770140/Fledglings/>

### **Retro GameShop Simulator**

- Feature development and technical support
- Assisted with gameplay logic and system integration
- Bug fixing and implementation of new gameplay systems
- [https://store.steampowered.com/app/3392280/Retro\\_GameShop\\_Simulator/](https://store.steampowered.com/app/3392280/Retro_GameShop_Simulator/)

### **Just Game Together**

- Contributed to multiple small-scale projects
- Assisted with prototyping, gameplay systems, and iteration
- <https://www.justgametogether.com/>

### **Templates & Tools**

- Published multiple Unity gameplay templates
- Over 3,000 downloads across templates
- Focused on clean structure, scalability, and learning oriented design
- <https://zedtix.itch.io/>

### **Work Style**

- Comfortable with white-label and contractor work
- Able to quickly onboard into existing projects
- Strong communicator with both technical and non-technical team members
- Focused on reliable delivery with clear scope and expectations

### **Availability**

- Hourly or project-based work
- Open to part-time or full-time contracts
- Flexible with time zones

### **Contact**

Email: [Zedtix@gmail.com](mailto:Zedtix@gmail.com)

Discord: zedtix