NASIM AKHTER

Unity Game Developer – Gameplay Programmer

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PROFESSIONAL SUMMARY

Unity gameplay programmer with 1.5 years of commercial experience at Red Apple Technologies, working on live iOS and Android titles. Confident in Unity, C#, Animator, Physics, profiling, optimisation, debugging and Git. Building Ocean Escape solo in Unity 6 / URP for Android.

TECHNICAL SKILLS

Engine & Language: Unity (URP, Unity 6), C#, Android and iOS builds

Gameplay: Gameplay systems, FSM, Unity Animator, Unity Physics (Rigidbody, colliders, ragdoll), object pooling, event-driven architecture, save systems, touch input

Optimisation, Profiling & Debugging: Unity Profiler, Frame Debugger, Memory Profiler; CPU / GPU analysis; GC and allocation reduction; draw-call optimisation; stable FPS on low- and mid-range mobile; crash and bug diagnosis

Tools & Pipeline: Git (branching, merges, team workflow), Blender (basic 3D modelling), AdMob, QA build preparation, prefab and material setup with art team

PROFESSIONAL EXPERIENCE

Unity Game Developer (Gameplay Programmer)

Sep 2023 - Feb 2025

Red Apple Technologies Pvt. Ltd., Kolkata, India

Beltway Beatdown - casual one-tap arcade game (whack-a-mole style political satire) for iOS:

- Developed core tap gameplay - fast spawning, hit detection, timing and scoring - for responsive, readable rounds at high speed.
- Built level and challenge progression, unlocking new levels and challenges as players advance, with the design team.
- Tuned animation, sound and feedback timing so every hit feels instant and satisfying on touch devices.
- Profiled with Unity Profiler, removed per-frame allocations and reused spawned objects to keep frame rate stable at peak activity.

Equestriad World Tour - 3D equestrian sports game for Android (show jumping, cross-country, dressage; licensed 5-star events incl. Badminton, Burghley, Kentucky; rated 4.1 from 2,000+ Play Store reviews):

- Implemented competition features for solo career and team play, including event flow, scoring and progression.
- Integrated horse and rider animation via Animator state machines, with Physics for riding and jumping behaviour.
- Supported training and customisation (breeds, apparel, accessories) on prefab pipelines, helping artists with materials and prefabs.
- Debugged and optimised large 3D scenes with Profiler and Frame Debugger, cutting draw calls and memory pressure; fixed QA issues.

Across both titles: full-cycle work to store-ready builds, regular QA builds and bug fixing in a Git team workflow.

Full Stack Developer Intern

Dec 2022 - Apr 2023

Digilab Technologies Pvt. Ltd., Remote

- Built Node.js / Express / MongoDB backend with JWT authentication for a Next.js / React admin dashboard; containerised with Docker and deployed on AWS EC2.

PROJECT

Ocean Escape - Solo Project (In Development)

Unity 6 / URP, Android

Hybrid-casual 3D boat-chase shooter: the player shoots pursuing pirate boats and a helicopter from a moving boat.

- Built a modular core (UI, audio, save, game state, input, pooling) on a code-only EventBus, with a generic Health component.
- Built FSM enemy AI for boats and helicopter on a shared abstract EnemyVehicle base; waves capped at three active enemies.
- Implemented pooled projectile weapons with reload, muzzle flash and haptics; break-apart boat destruction; ragdoll pirate deaths via Unity Physics.
- Created custom toon and water shaders with ACES grading, modelled the helicopter in Blender, integrated AdMob and produced Android builds.

EDUCATION

Bachelor of Computer Applications (BCA)

ABS Academy of Science, Technology and Management, Durgapur - affiliated to MAKAUT University

ADDITIONAL

Languages: English (professional working proficiency), Hindi, Bengali **Interests:** Hybrid-casual and idle game design, game feel, shaders