# Mehebub Alli Khan

## Unity Game Developer

📍 **Cuttack, Odisha, India**          📞 **+91 7326834144**          ✉ **mehebuballikhan@gmail.com**
🌐 **Portfolio**

## 📌 PROFESSIONAL SUMMARY

Unity Game Developer with 2+ years of hands-on industry experience in gameplay programming, system architecture, and mobile optimization. Proficient in C# and Unity with a strong focus on building performant, scalable, and engaging game systems. Collaborative team player experienced in integrating third-party SDKs and shipping production-level games.

## 🛠️ TECHNICAL SKILLS

Tools: **Unity, C#**, Firebase, Firestore, Crashlytics, Remote Config, Analytics, Game Analytics, Google Play Asset Delivery, Google AdMob, Iron Source,  In-App Purchase, Third Party SDK

Platforms: Android, iOS, WebGL

## 🏛️ PROFESSIONAL EXPERIENCE

### UltraGames Entertainment
*Game Developer* — **Ahmedabad, India (Feb 2024 – Present)**

- **Lost Adventure** – Implemented mini-games (Match3, Block Color, Mirror Puzzle, etc.) in an RPG Survival setting, Developed structured quest logic and modular resource system.
- **Image Crossword** – Built a Level Editor to enable fast level design (400 levels in 7 days), Created responsive UI to publish in Android, iOS and WebGL
- **Snow Runner** – Developed a hyper-casual runner mechanics with gate-based power-ups and obstacle courses. Merged with an existing hybrid casual game.
- **Food Sort 3D** – Built sorting mechanics with a customer order system, integrated into a sushi restaurant-themed hybrid casual game.
- **Poker Hands** – Implemented leaderboard with Firestore, created adaptive UI layout for different screen sizes, integrated server-based daily rewards.
- **Teen Patti Expert** – Implemented Localization System, Created different types of variation of the game, Implemented Leaderboard and game update reward.
- Car Fighting – Developed car combat systems with weapon mechanism and ragdoll physics for hit feedback.
- The Wanderer – Developed core RPG systems for exploration, resource collection, and boss combat.
- Survivor Tower Defence – Developed stacking mechanism and wave-based tower defense logic.

### FlyingCaps Technologies
*Game Developer* — **Hyderabad, India (Sep 2022 – Jan 2024)**

- **Nitro Xtreme Racer** – Handled core racing logic, lap tracking, drift detection, led development of main gameplay systems.
- **Real Traffic Car Driving** – Handled data for hundreds of levels and cars using ScriptableObjects, and managed the core gameplay logic using singleton pattern.

- **Real Traffic Bike Driving** – Developed traffic systems and bike controls, and implemented the Observer pattern to manage win/lose conditions, scoring, and UI updates.
- **Slink.io 3D** – Created object pooling for food and AI-based enemy movement using physics raycast.
- **Marbles Magic** – Worked on UI and UI animations of the game.

## 🎮 PERSONAL PROJECTS

- Blost - A block placement puzzle game combining casual and strategic gameplay elements. Designed satisfying destruction mechanics and level difficulty balancing.
- Jumpy Ball – Developed a color-matching object destruction game. Used Object-Pooling and singleton patterns.
- Stack Crash Ball – Implemented a dynamic color-gradient system and tile-breaking logic.
- Helix Ball – Created helix level structure with rotation controls; implemented collision triggers and fall-through detection with event-based scoring.

## 🎓 EDUCATION

**Bachelor in Computer Application**
Nabapravat Academy for Management Education — Graduated: 2022
Cuttack, Odisha