



Talha Hanif

Game Developer

I'm a game developer with over four years of experience, specializing in C#, Unity3D, and NodeJS. As a team player, I excel in game architecture design, gameplay programming, and optimizing game performance. My passion lies in creating immersive experiences that captivate players. I stay updated with the latest industry trends to deliver high-quality games. I'm dedicated to pushing the boundaries of interactive entertainment and collaborating with others to create unforgettable gaming experiences.

Contact

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Education

2018
Bachelor Of Science
Air University

2014
Pre Engineering
FG Degree College

Expertise

- Unity3D
- Architecture Design
- Gameplay Programming
- Game Optimization
- Backend Programming

Language

English

Urdu

Experience

2021 - Current

Terafort Limited | Software Technology., ISB

Game Developer

- Engaged in a research and development team, actively seeking innovative solutions to address the rising challenge of performance issues in diverse games.
- Developed multiple reusable and modular packages to expedite development time for other team members. Conducted performance analysis and generated reports for various projects.
- Collaborated with a team of approximately eight individuals, diligently adhering to design specifications and delivering a successful product recognized for its distinctive features such as procedural generation and uniqueness using Untiy3D.
- Conducted research to enhance the game's revenue potential, designing and programming a meticulously crafted Ads Management tool with mediation support.
- Created backend solutions to support game features like custom leaderboards using NodeJS, Firestore Database.

MINI CAR RUSH (Endless runner, Vehicular - developed in Unity3D for Mobile)

- Incorporated Scriptable Object Architecture, utilizing scriptable objects not only for data storage but also as communication channels and game event triggers.
- Implemented a procedural coin generation system, strategically placing coins amidst obstacles to guide the player.
- Employed NodeJS to establish three distinct leaderboard variations (Weekly Regional, Facebook, Custom Groups), handling both backend and frontend development.
- Optimized performance through various techniques including assets warmup, object pooling, and obstacle set skeleton creation.

2019 - 2021

Terafort Limited | Software Technology., ISB

Jr. Game Developer

- Developed multiple Unity projects independently, implementing high-quality features within strict time constraints.
- Collaborated with fellow developers on various projects, consistently delivering modular and scalable features.
- Recognized for exceptional work as a core developer in a highly successful endless runner game, achieved in collaboration with a talented team.
- Optimized games performance and resolved performance-related issues, enhancing vital aspects and exploring innovative approaches to enhance the overall app functionality.

2018 - 2019

Self Employed

Game Developer

- Designed and released "Vampires Multiplayer," a 2D board/casual game developed in Unity for Android using Photon Networking.
- Implemented a multiplayer functionality that supports up to 15 players, utilizing a Peer-to-Peer architecture with host switching capability.