Jan Ali Hassan

Unity Game Developer | Associate Software Engineer

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SUMMARY

Unity 6 game developer specializing in multiplayer netcode (Netcode for GameObjects, Unity Lobby, Unity Relay, UGS Authentication), C# gameplay systems, and Mobile, WebGL and PC builds. Production experience at GrayHat Developers, complemented by a Unity 6 final-year project featuring 8-player online multiplayer, AI racers and structured playtesting.

SKILLS

Game Development: Unity 6, Unity 2D, Unity 3D, C#, OOP, Design Patterns, Game Architecture, ScriptableObjects, URP.

Multiplayer: Netcode for GameObjects, Unity Lobby, Unity Relay, UGS Authentication, NetworkVariables, RPCs, PlayroomKit, Client-Server Architecture.

Gameplay Systems: Game AI, NavMesh, Waypoint Navigation, Enemy AI, Vehicle AI, State Machines, UI, TextMeshPro, Input System, Cinemachine, Timeline.

Platforms & Tools: WebGL Builds, Android Builds, PC Builds, Git, GitHub, Blender-to-FBX, Photoshop, Aseprite, Visual Studio, Python, C++.

EXPERIENCE

Associate Software Engineer — Game Developer

GrayHat Developers Pvt Ltd — Islamabad, Pakistan · Jan 2026 – Present

- Build multiplayer gameplay features with Netcode for GameObjects, Unity Lobby, Unity Relay and UGS Authentication for online Unity projects.
- Develop gameplay systems, lobby flow, in-game UI, audio integration and demo screens for mobile, WebGL, PC and client-facing builds.
- Create Netcode synchronization demos and Unity MCP tooling proof-of-concepts to validate production workflows.
- Debug gameplay, network sync and UI issues in daily collaboration with designers and developers.

Game Developer Intern

GrayHat Developers Pvt Ltd — Islamabad, Pakistan · Jun 2025 – Aug 2025

- Shipped 4 playable Unity prototypes in one summer: a 2D Racer, Tic-Tac-Toe, Escape the Infected and a roguelike.
- Integrated PlayroomKit multiplayer into browser-based prototypes and produced PC and WebGL builds.
- Refined gameplay mechanics, UI and performance through team feedback and prototype testing.

Game Developer Intern

The Junk Tech — Islamabad, Pakistan · Nov 2024 – Jan 2025

- Built Unity 2D and Unity 3D gameplay prototypes in C#, including player mechanics, AI behavior and in-game UI.
- Assisted with debugging and optimization for interactive prototypes and game systems.

PROJECTS

DoomsTracks — Unity 6 Combat Racer

Final-Year Project · Solo

- Built an 8-player vehicular combat racing game with custom vehicle physics, drifting, nitro, rockets, mines, pickups and a 3-act campaign.
- Implemented online multiplayer with Netcode for GameObjects, NetworkVariables, RPCs, UGS Authentication, Unity Lobby and Unity Relay.
- Created AI racers with waypoint navigation, weapon usage and pickup decisions; modeled and rigged 3 vehicles through a Blender-to-FBX pipeline.

Performative Cafe — Mobile Co-op Game

Professional · GrayHat

- Programmed interaction systems, recipe and order queues, station logic and multiplayer sync for a 1–4 player cooperative cafe game.
- Tuned mobile portrait UX with touch controls, virtual joystick, haptics, order warnings, burn states and synced cup/station state.

Disjoint — Discord Embedded App

Buildathon · Full-Stack

- Built a Discord Embedded App virtual office using Phaser 3, React, Vite, Node.js and Express.
- Implemented Discord OAuth, guild/channel retrieval, zone-based voice channel switching and PostHog event analytics.

EDUCATION

BS Computer Science

Abasyn University — Islamabad, Pakistan · Class of 2026

Final-year project: DoomsTracks, a Unity 6 multiplayer combat racer.

CERTIFICATIONS

- The Complete Unity 3D Bootcamp — 61.5 hrs (Udemy); The Ultimate Guide to Game Development with Unity (Udemy); Kitchen Chaos clean-architecture course; Outscal exercises.
- **Languages:** English, Urdu.