

Redoun Islam

Unity Gameplay Engineer | Mobile/Hybrid-Casual | Game Jam Champion

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SUMMARY

Gameplay Programmer with **5+ years** specializing in **combat mechanics, skill systems, and UI development** for live mobile titles. Proven track record of **owning features end-to-end** from prototype through post-deployment tuning in **weekly release cycles**. Expert in building **reusable gameplay frameworks** that accelerate development across cross-functional teams. Deep experience iterating on player-facing systems based on telemetry and design feedback, delivering stable, performant features for games at scale.

PROFESSIONAL EXPERIENCE

Mid Level Unity Gameplay Programmer, Thunder Games

08/2025 – Present

- **Developed core combat mechanics, skill progression systems, and UI frameworks** for **Crablife** (studio.tg.crab.life 🌐), delivering features ready for release within **weekly sprint cycles** and supporting them post-launch
- Owned gameplay features throughout full lifecycle: designed technical specs, implemented with extensibility, monitored analytics, and released balance patches to improve retention and monetization metrics
- Collaborated daily with designers, artists, and product managers to translate gameplay concepts into actionable sprint goals, ensuring alignment with creative vision and technical constraints

Remote / Dhaka

Unity Gameplay Engineer, Manabreak LLC 🌐

09/2021 – 08/2025

- Developed **2 production-ready prototypes monthly** for top publishers (Homa, Voodoo, Sunday, Supercent), building foundational systems with extensibility and publisher integration standards
- Engineered AI-driven creative testing framework that reduced CPI to **\$0.11** (vs. \$0.18 baseline), demonstrating deep understanding of mobile performance metrics and player behavior
- Implemented **async workflows** (UniTask) to prevent gameplay stalls and improve responsiveness on mobile hardware.
- Used **Unity Profiler + Memory Profiler** to track heap growth, object churn, and GC allocations, reducing runtime GC spikes by ~30%.

Remote / Dubai

Gameplay Programmer, Free Pixel Games Ltd 🌐

04/2020 – 08/2025

- Implemented new features on live titles with **1M+ installs**; integrated **Firebase** (Analytics/Remote Config), **Unity Ads**, and **in-app purchases** (Unity IAP).
- Built and shipped **50+** prototypes from scratch; developed **AR** apps; produced playable ads with **Luna**; handled store submissions/updates and build triage.
- Optimized **GPU/CPU workloads**, batching, and material passes, reducing overdraw and ensuring stable performance on low-end Android devices.

Dhaka

EDUCATION

Bachelor of Science in Computer Science & Engineering,
Khulna University, Bangladesh

2016 – 2021

TECHNICAL SKILLS

Programming Languages

C#

IDE

Visual Studio, VS Code, Rider

Source Control

Git, Bitbucket, Rider

Platforms

Windows, Android, Web

Software/Tools

Unity3D, Blender, ClickUp

ACCOMPLISHMENTS

The Crazy Web Multiplayer Jam, Theme: Action Link [↗](#)

Top 5

2025

Brain Station 23, Theme: Drag N Drop Link [↗](#)

Champion of Brain Jam

2023

Brain Station 23, Theme: Calculation Link [↗](#)

Champion of Brain Jam

2022

Grameenphone API Hackathon

2nd Runner-up — Built a consultancy platform for rural students; integrated Grameenphone payment

2019

Global Food Summit Idea & Research Competition

Finalist — Presented research on Paddy Leaf Disease Recognition using Local Threshold Based Segmentation and Deep CNN

2021

Get In The Ring, Co-founder of EasyLin

Selected for fully funded Global Meet Up 2021 in Montréal, Canada

2020

CLUSTER & CSE Discipline, Khulna University, Winner of HACKATHON CLUSTER

Built a positive/anti-Blue Whale social task game

2017

PUBLICATION

Rice Leaf Disease Recognition Using Local-Threshold-Based Segmentation and Deep CNN,

International Journal of Intelligent Systems and Applications (IJISA), 2020. [↗](#)

Citations: 60+

CERTIFICATIONS

The Ultimate Guide to Video Game Optimization

Udemy

Unity Mobile AR Development

Unity

The Ultimate Hyper-Casual Guide with Unity

Udemy