

HASAN SHAFEE RASHEED

Unreal Engine/Unity Developer/ Gameplay Systems Programmer

hasan.shaafty@gmail.com • <https://hsnshafy.dev> • Github: Shaafee



SUMMARY

Unreal Engine Developer with a strong foundation in C++, low-level game architecture, and graphics concepts. Experienced in designing data-driven systems, custom editor workflows, state machines, and real-time shaders. Proven track record of handling end-to-end game production pipelines across VR simulations, 2.5D titles, and mobile interactive experiences

Technical Skills

Game Engines & Frameworks:

Languages: Unreal Engine 4/5

C#, C++
Java
Unreal BP
OpenGL
(UWorld, UGameInstance, Subsystems, Data Assets, Asset Registry, Object Pooling, PaperZD, State Machines, Retargeting, FPS Movement and bullet recycling. *(4.5+ years experience)*)

Unity

C# Gameplay Systems, Scriptable Objects, 2D Animation Pipelines, State Machines, Physics & Collisions, UI/Canvas

Graphics & Systems:

Custom Shaders, Dynamic Materials, Post-Processing Stacks, Socket/Network Fundamentals (Cisco Advanced), Event-Driven Architecture, OpenGL

Tools & Software:

Git, Github, Aseprite, Laightner, Blender, Mixamo, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, After Effects.

Engine Gameplay Development Experience

Solo Developer | Independent 2.5D UE5 Project (In Development)

2020 - PRESENT

- Architecting an independent 2.5D game in Unreal Engine 5, driving the full pipeline from C++ backend systems to original pixel art and animation
- Designed high-performance C++ systems including custom Object Pooling for low-overhead entity spawning and memory management
- Built modular gameplay frameworks using UE5 Data Assets, Subsystems, and the Asset Registry to decouple game logic from content
- Engineered global persistence layers utilizing UGameInstance alongside custom state machines and dynamic material/post-processing stacks

XR Solutions Developer UE5 | Maldives National University (Collaborative VR Project)

2025

- Architected a high-fidelity VR hospitality simulation for student vocational training in Unreal Engine
- Developed event-driven interaction frameworks in Blueprints to synchronize multi-modal audio cues with physics-based object retrieval
- Engineered a Finite State Machine (FSM) backed by Data Assets to manage complex service behaviors and guest interaction states
- Optimized frame rates for Meta Quest hardware via efficient collision management and static mesh instancing

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Engine Gameplay Development Experience

Unity Systems Intern | Loopcraft

NOV 2025 – FEB 2026

- Designed data-driven gameplay layout modules leveraging Scriptable Objects in C# to separate architecture from UI/content
- Collaborated asynchronously within a distributed remote team, adapting to strict sprint protocols and version control workflows

Junior Unreal Developer (Intern) | Arcils Pvt Ltd

LATE 2019

- Collaborated in a 4-person team to build an interactive children's educational application in Unreal Engine
- Programmed responsive UI transitions, touch input mapping, and real-time post-processing stacks for a distinct visual style
- Created dynamic materials and material instances to support runtime visual updates

Education/ Academic & Teaching Experience

Bachelor of Science in Computer Science | Maldives National University

2023 – 2026

HND in Multimedia Design | Academy of Multimedia Design & Technology (AMDT), Sri Lanka

2016

Maldives National University, Male', Republic of Maldives

Visiting Lecturer – Multimedia Design Module

August 2026 – December 2026

Taught digital design principle, asset creation, and visual communication concepts to Information Technology students. Softwares used (Adobe Packages)

Evaluated technical coursework and mentored students on practical UI/UX and multimedia projects.

Awards and Certifications

Best Programmer Award & 1st Place Hackathon Winner | Robotics Module (MNU)

Led programming for a 4-person robotics team, architecting real-time sensor and control logic to win 1st place in the module hackathon.

Cisco Certified / Advanced Networking Certificate | Cisco Networking Academy

Demonstrated advanced knowledge in network architecture, protocols, and data transmission fundamentals.