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AZZEDDINE TALHA

Unity Developer — Cross-Platform & Immersive Experiences





“Curios, motivated and determined”



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About Me

azzeddine-talha.me

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ABOUT ME

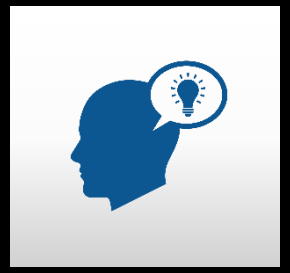
Unity Developer | C# | Mobile · XR · WebGL · PC



Mid-Level Unity Developer with experience building cross-platform games, interactive applications, and immersive experiences. Specialized in Unity and C#, with hands-on experience across mobile, VR/AR, WebGL, and PC platforms. Strong background in gameplay programming, software architecture, performance optimization, and technical project coordination.



MY STRONG POINTS



Creativity

As a versatile Game Designer, Game Developer, and Artist, my greatest strength lies in my creativity.
I excel at thinking outside the box and offering fresh perspectives that bring innovative solutions to problem-solving challenges.



Problem-solving

Aptitude for identifying and resolving technical and design challenges.



MY STRONG POINTS

Programming Proficiency

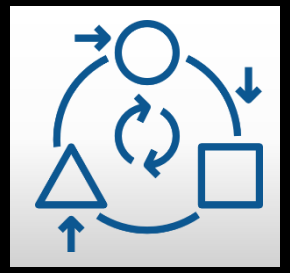
Competence in coding language Unity C#
for implementing game logic.

Collaboration

Capacity to work effectively in a team,
communicating ideas and incorporating feedback.



MY STRONG POINTS



Adaptability

Readiness to adapt to evolving technologies and industry trends..



Attention to Detail

Thoroughness in game mechanics, graphics, and overall user experience.



MY STRONG POINTS

Game Design Principles

Understanding of game flow, level design, pacing, and balance. Analytical Thinking: Ability to analyze player feedback and data to improve the game's performance.

Analytical Thinking

Ability to analyze player feedback and data to improve the game's performance.



MY STRONG POINTS

Time Management

Efficiently managing project timelines and meeting deadlines.

Passion for Gaming

Genuine enthusiasm for video games and a desire to create immersive experiences.





EXPERIENCE

About Me

EXPERIENCE

1

May 2026 – Present

Independent Unity Developer / Game Developer



EXPERIENCE

2

June 2025 – May 2026

Lead Developer & Project Manager Unity

Snack Group

3

Sept 2024 – June 2025

Unity lead Developer

A314LAB

4

Nov 2023 – Sep 2024

Unity Game Developer | Game Designer

A314LAB

5

Sept 2024 – Nov 2024

Unity 3D Developer (Freelance)

Virtu 360



EXPERIENCE



Jan 2023 – Nov 2023

Technical Lead

AppCake IT



Nov 2022 – Nov 2023

Unity Developer (iOS/Android)

AppCake IT





SOFTWARE SKILLS

Unity 3D & 2D

My primary professional game engine experience revolves around using C# as the main programming language.

Blender 3D

Proficient in modeling, animations, manipulating 3D objects & Characters, crafting environments, and texturing using Blender 3D.



SOFTWARE SKILLS

GitLab

Plastic SCM

GitHub

I use source control systems like GitLab, Plastic SCM, and GitHub for developing games in Unity.
These tools help me manage version control,
collaborate with team members, and ensure a seamless development process.



SOFTWARE SKILLS

Jira Software

In my previous job as a Unity developer, I extensively used Jira software as a project management tool.
Jira proved to be invaluable in streamlining the game development process by offering
Task Management, Agile Methodology, Collaboration, and more



UNITY DEVELOPMENT SKILLS

- ✓ XR Development (VR/AR) using Unity XR Toolkit & AR Foundation
- ✓ Development and Design 3D & 2D games using Unity Engine and C#
- ✓ Modeling and texturing 3D objects and environments using Blender 3D
- ✓ Creating games UI & UX
- ✓ Write full game design document
- ✓ Developing games prototype



UNITY DEVELOPMENT SKILLS

- ✓ Developing NPC AI
- ✓ Level Design
- ✓ Game monetization
- ✓ Developing Tools & Plugins in Unity
- ✓ Shaders, VFX, Particles System
- ✓ Project Management



UNITY DEVELOPMENT SKILLS

- ✓ Multiplayer & Network Programming
- ✓ Shipped 11+ title in Mobile Android
- ✓ Troubleshoot & Debugging code
- ✓ Experience with XR in Unity





GAMES & APPS

Games



Manikin Mimic – Multiplayer Game

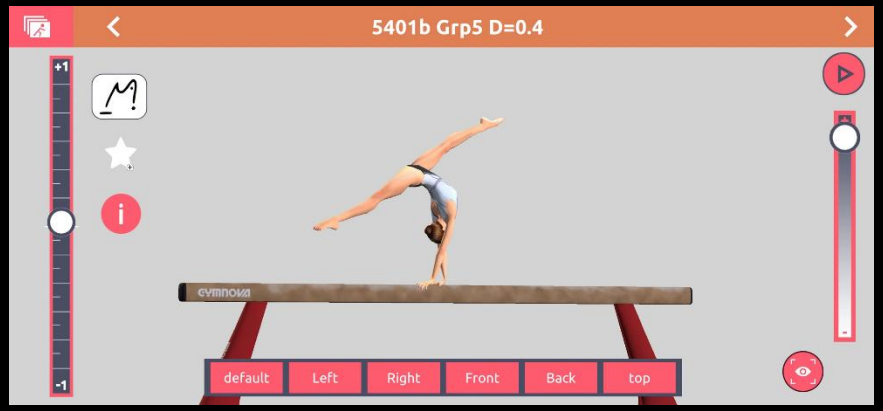
PC / Steam • Unity • C# • Multiplayer • Unity Netcode

Manikin Mimic is an online multiplayer hide-and-seek party game developed in Unity. Players become Manikins and use customizable poses to blend into the environment while avoiding the Finder.

My Responsibilities

- Designed and developed core gameplay systems in Unity/C#.
- Implemented multiplayer gameplay and networked player interactions.
- Developed the custom Pose Editor and pose system.
- Built player interaction, mimic, decoy and gameplay systems.
- Developed UI/UX, progression and customization systems.
- Implemented camera systems for third-person Mimics and first-person Finder gameplay.
- Worked on optimization, debugging, game feel and production polish.
- Prepared the game for PC/Steam release.

Steam Page: Manikin Mimic
Trailer: Game Trailer







APP



3D Gym Women

3D Gym Women is a comprehensive fitness application featuring real-time 3D exercise demonstrations, interactive content, and dynamic user engagement systems. The app delivers guided workouts through animated 3D models, combined with quizzes, statistics tracking, and continuously updated content via backend integration.

Developed for mobile (iOS & Android) and WebGL, the project includes real-time data synchronization, remote content updates, and scalable architecture. I led the full development and implementation in Unity, integrating backend systems, 3D assets, animations, and all application features into a cohesive and high-performance experience.

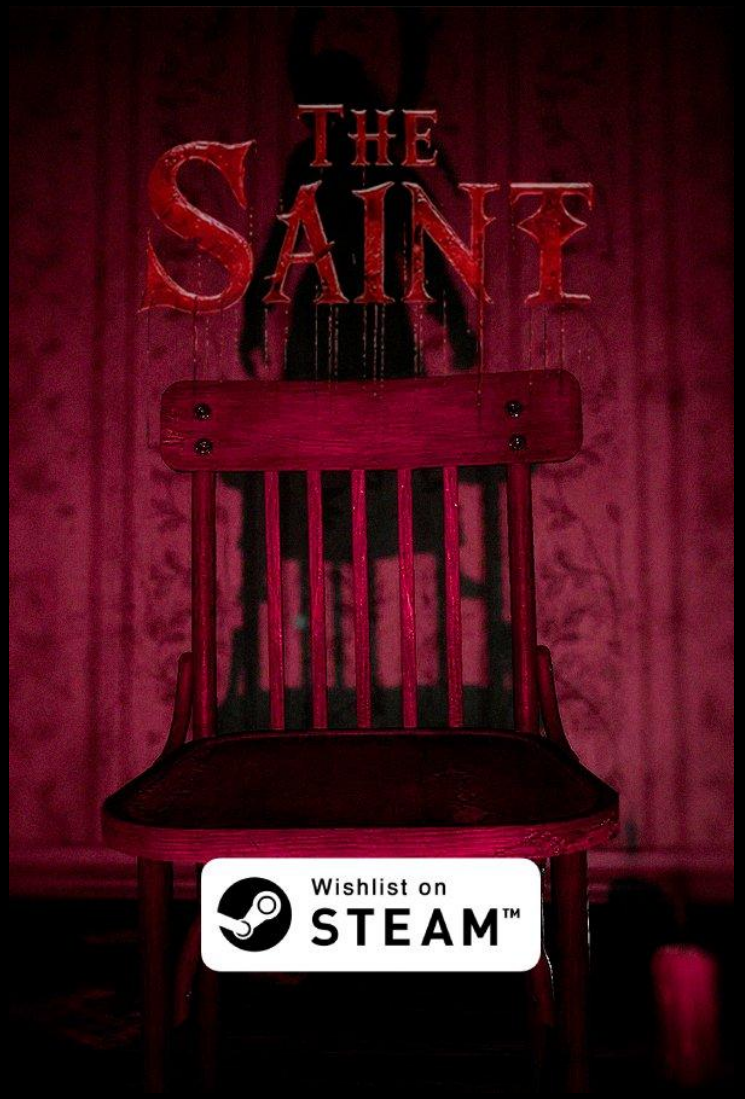
App Video : 3D GYM Women

Play Store Link : 3D GYM Women in Play Store

App Store Link : 3D GYM Women in App Store

Webgl Link : 3D GYM Women Web

GAMES



The Saint Horror Game

The Saint is a psychological horror game developed for PC and released on Steam.
Set in a dark and unsettling environment, the game focuses on atmosphere, tension, and storytelling, delivering a disturbing experience without relying on excessive jump scares.
The project was fully created independently, covering all aspects of development from concept to release.

Game Link : https://https://store.steampowered.com/app/3005210/The_Saint/

Game Trailer Video : https://https://youtu.be/q_HdC-dX0Ak

Gameplay Video : https://https://youtu.be/SlZ088ovc4k

GAMES





Gameplay: Gameplay

Real Estate 3D Interactive Template

Real Estate 3D Interactive Template is a real-time visualization solution designed for showcasing residential properties in an immersive and interactive way. It allows users to explore buildings, navigate between apartments, and access detailed views of each unit, providing a modern digital experience for real estate presentation and marketing.
The platform enables users to interact with environments, inspect layouts, and customize interiors, offering a realistic preview of properties before purchase or visit.

Responsibilities include:

- Solely designed and developed the entire experience from A to Z
- Designed environment layout, composition, and visual storytelling
- Created and tuned lighting setups and overall atmosphere for realism
- Built the full navigation and interaction system
- Implemented apartment access, visualization, and customization features
- Optimized rendering for smooth performance across platforms
- Designed intuitive UI/UX for real estate marketing use

GAMES





Gameplay: Gameplay

Real-Time Interactive Apartment Studio

Real-Time Interactive Apartment Studio is a fully immersive 3D experience that allows users to explore and customize apartment spaces remotely. Designed for real estate and marketing use cases, the application enables users to interact with interior elements in real time, modifying furniture, materials, lighting, and layouts, directly from their device.
Accessible via executable builds or shared links, the platform supports both mobile and VR, offering a flexible solution for agencies to showcase properties and provide interactive client experiences without physical visits.

Responsibilities include:

- Solely designed and developed the entire experience from A to Z
- Built all interaction systems (furniture switching, materials, lighting controls)
- Developed real-time rendering and optimization for mobile & VR
- Created intuitive UI/UX for seamless user interaction
- Structured the project for scalability and marketing use by agencies

GAMES





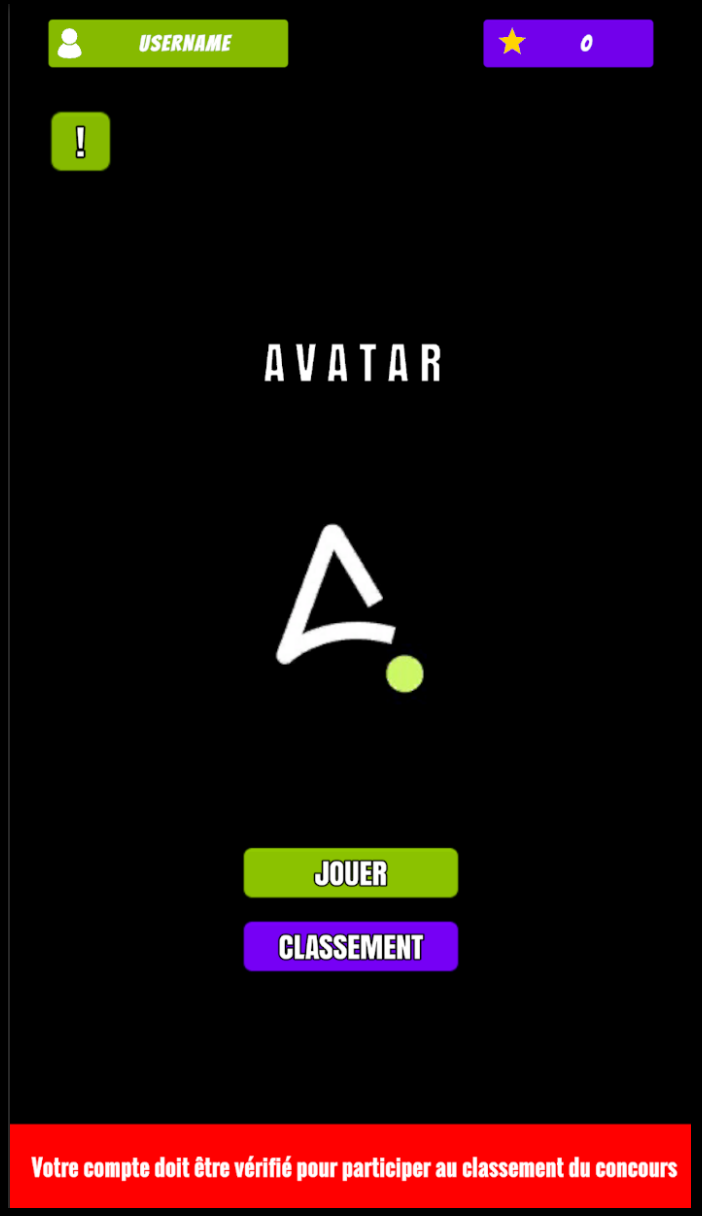
Wall Insulation PC/VR Simulation

Wall Insulation PC/VR Simulation is a real-time training experience designed to simulate the application of insulation materials on construction site walls. Built for immersive learning, the simulation allows users to practice spraying insulation in a controlled virtual environment, replicating real-world tools, behavior, and material response.
Originally developed for VR, the project focuses on accuracy, interaction, and visual feedback to provide an effective and realistic training solution for workers in construction.

Gameplay: Gameplay

Responsibilities include:

- Solely designed and developed the entire experience from A to Z
- Built the full spraying system and interaction logic
- Developed custom shaders to simulate insulation material appearance and coverage
- Implemented real-time feedback systems for user actions
- Optimized the experience for VR performance and responsiveness
- Designed the simulation flow for practical training use cases



GAMES



A314LAB Library

A314 Core Game Framework is a modular and scalable Unity framework fully designed and developed end-to-end to accelerate game production. It provides a complete foundation for building multiple games efficiently, allowing teams to focus primarily on gameplay while relying on robust, reusable systems.
Built with a clean and maintainable architecture, the framework enables a no-code/low-code workflow through custom editor tools, making it possible to configure systems directly within the Unity Editor without modifying source code.

Key Features:

- Modular Game Architecture (plug-and-play systems)
- Authentication System (Login, Signup, Account Management)
- Server Communication & Backend Integration
- Leaderboards & Player Data Management
- Ads Integration & Rotation System
- Skins & Customization System (data-driven & persistent)
- Reusable UI Framework & Components
- Custom Editor Tools for fast configuration (no-code workflow)
- Performance Optimization & Clean Code Architecture
- Designed for Cross-Project Reusability

GAMES



Gameplay: Gameplay

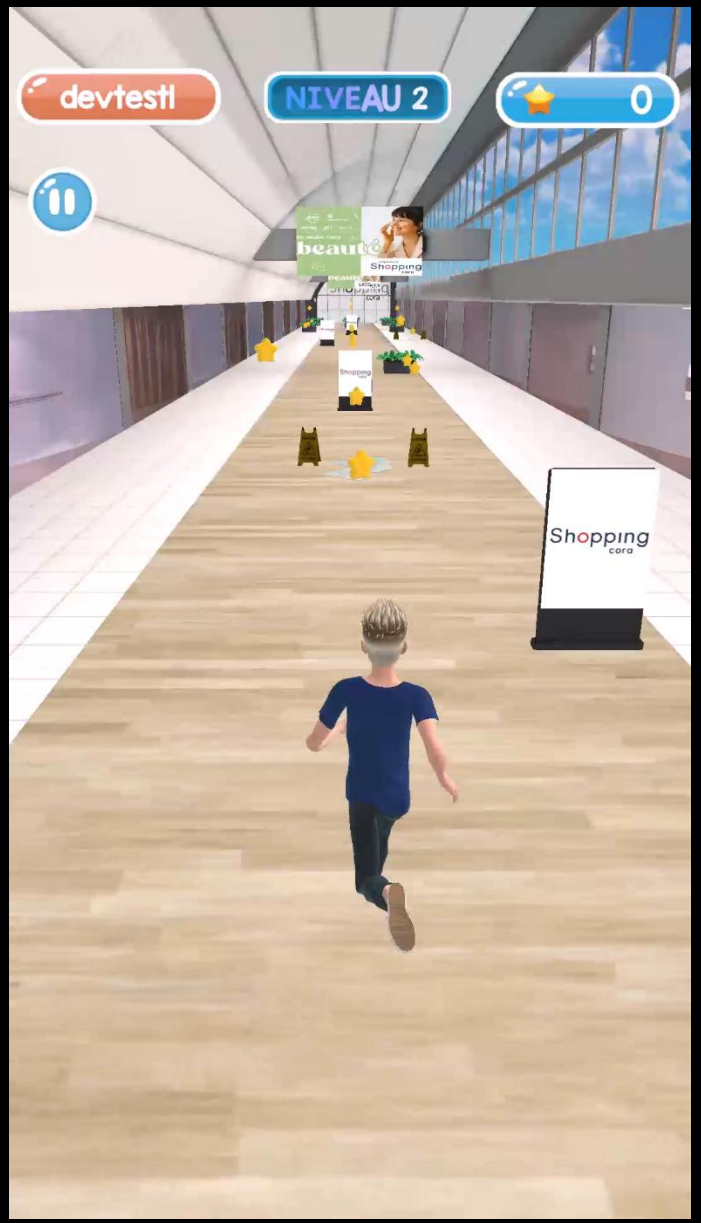
Bee Shop

Bee Shop is a hyper-casual endless runner where players control a bee flying through a colorful and dynamic environment, collecting rewards while avoiding various obstacles. The game focuses on smooth controls, satisfying feedback, and fast-paced gameplay designed for high engagement and replayability. It also features leaderboard systems, real-time data updates, and integrated advertising partnerships within the game world.

Responsibilities include:

- Game Architecture & Core Systems Development
- Hyper-Casual Gameplay Mechanics Implementation
- Obstacle Design & Dynamic Level Flow
- Server Communication & Data Synchronization (leaderboards, player data, rewards)
- Performance Optimization (Shaders, Rendering, Mobile Optimization)
- UI/UX Systems & Visual Feedback
- Ads Integration & Partner Content Management
- Skin & Progression Systems Implementation
- Game Feel Polish (VFX, responsiveness, juice)
- Debugging, Testing & Performance Profiling

GAMES



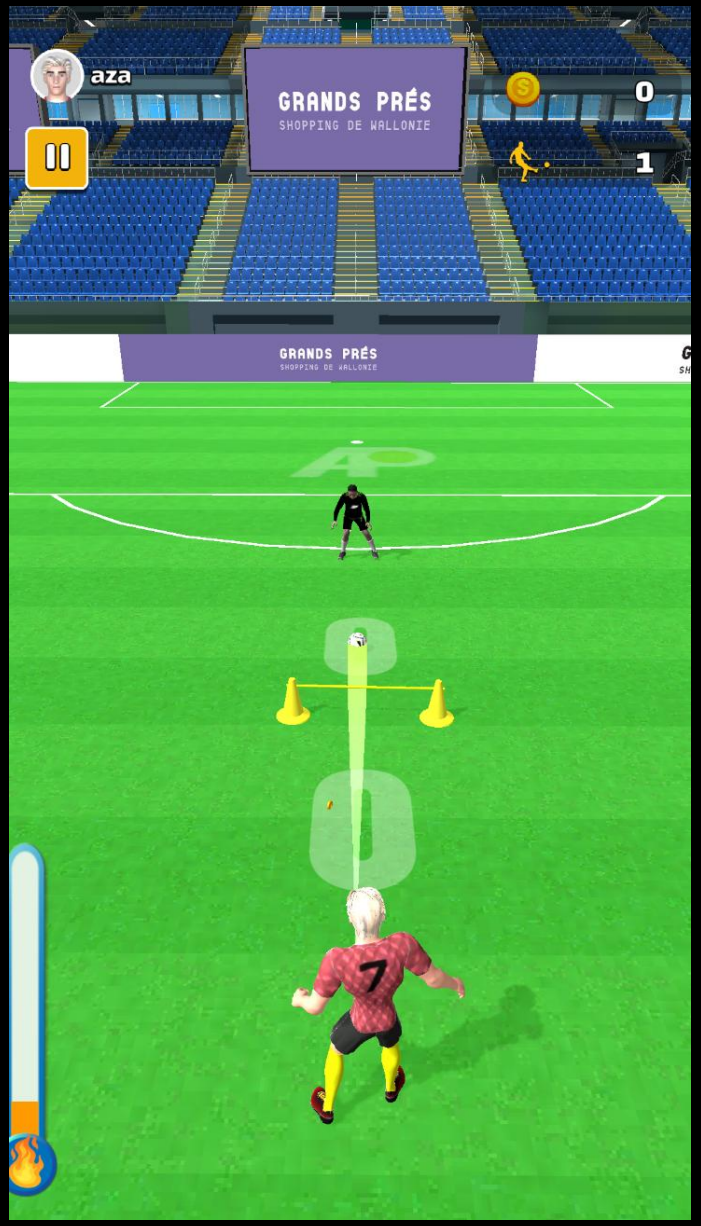
Gameplay: Gameplay

Runner Shop

Shop Runner is a casual endless runner set in a dynamic shopping environment, where players collect rewards, avoid obstacles, and compete for the highest score on the leaderboard. The game features real-world advertising integrations through partnerships with shopping centers, along with server-driven systems for player data, rankings, and live content updates. Players can unlock and purchase multiple skins, enhancing both progression and personalization.

Responsibilities include:

- Game Architecture & Core Systems Development
- Gameplay Programming & Mechanics Implementation
- Server Communication & Data Synchronization (leaderboards, player data, rewards)
- Performance Optimization (Shaders, Rendering, Mobile Optimization)
- UI/UX Systems & In-Game Feedback
- Ads Integration & Partner Content Management
- Skin System Design & Data Handling (Scriptable Objects & Persistence)
- Game Design Contribution & Feature Planning
- Debugging, Testing & Performance Profiling



GAMES



Pass Tango

Pass Tango is a casual sports game where you compete against another player, either AI or online. The challenge involves passing the ball to score more points and earn coins. Aim to top the leaderboard and win prizes from the game partners.

Responsibilities include:

- 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design & Programming
- Lighting & VFX
- Gameplay & AI Development
- Testing & Collaboration With Programmers
- Back-end Programming

Gameplay: https://drive.google.com

GAMES



Basketball Shooter

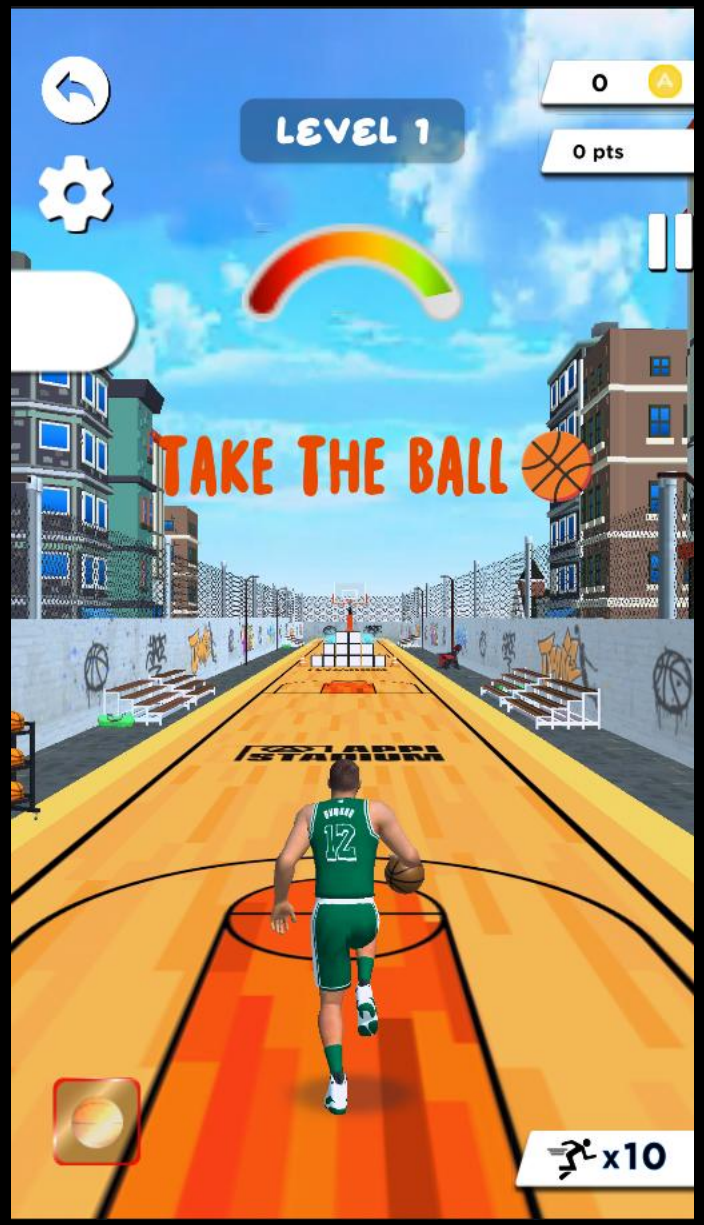
Basketball Shooter offers a thrilling third-person perspective gaming experience, casting you as a skilled basketball player aiming to score as many shots as possible within the allotted attempts. This game is part of the Appistadiumapp's collection of mini-games.

Responsibilities include:

- 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design
- Lighting & VFX
- Gameplay Enhancement
- Testing & Collaboration With Programmers

Gameplay: https://drive.google.com

GAMES





Basketball Runner

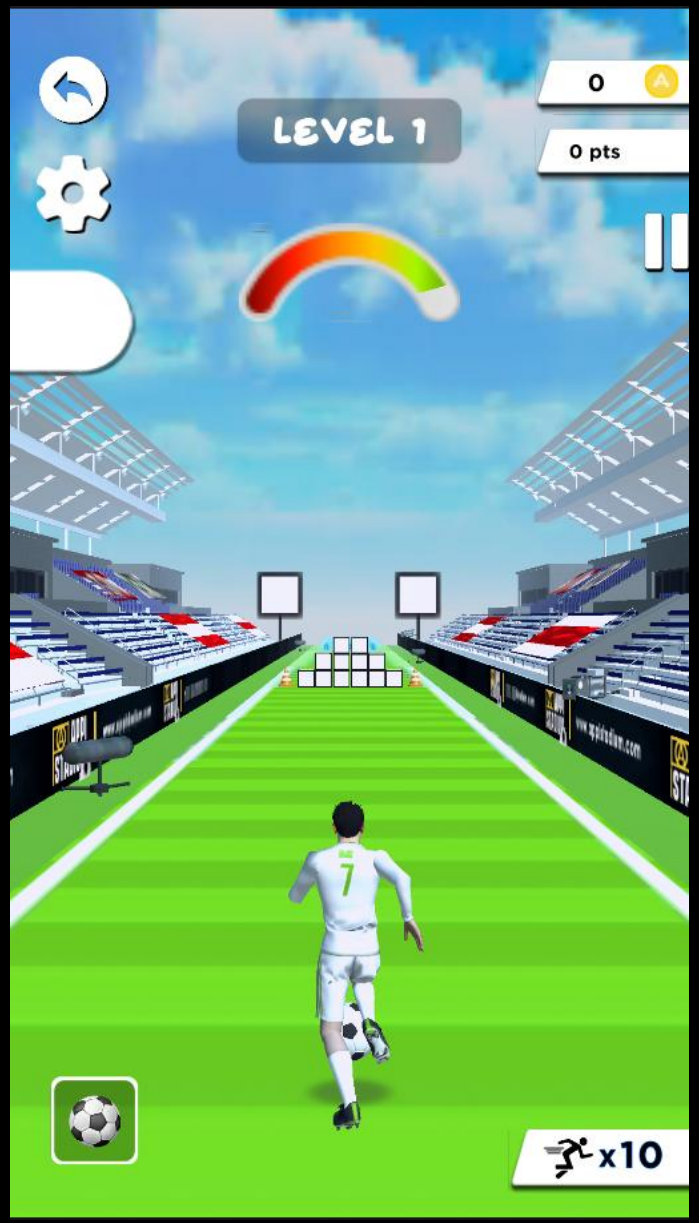
Basketball Runner immerses players in a thrilling endless running experience, taking on the role of a basketball player navigating through obstacles, collecting power-up items, and exploring diverse levels with rich environments. Maximize your playtime to earn coins and Appicoins within the game, featured in the Appistaduime app games collection.

Key responsibilities include:

- Props 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design
- Lighting & VFX
- Gameplay Enhancement
- Testing & Collaboration With Programmers
- Code Refactoring
- Gameplay Programming

Gameplay: https://drive.google.com

GAMES





Football Runner

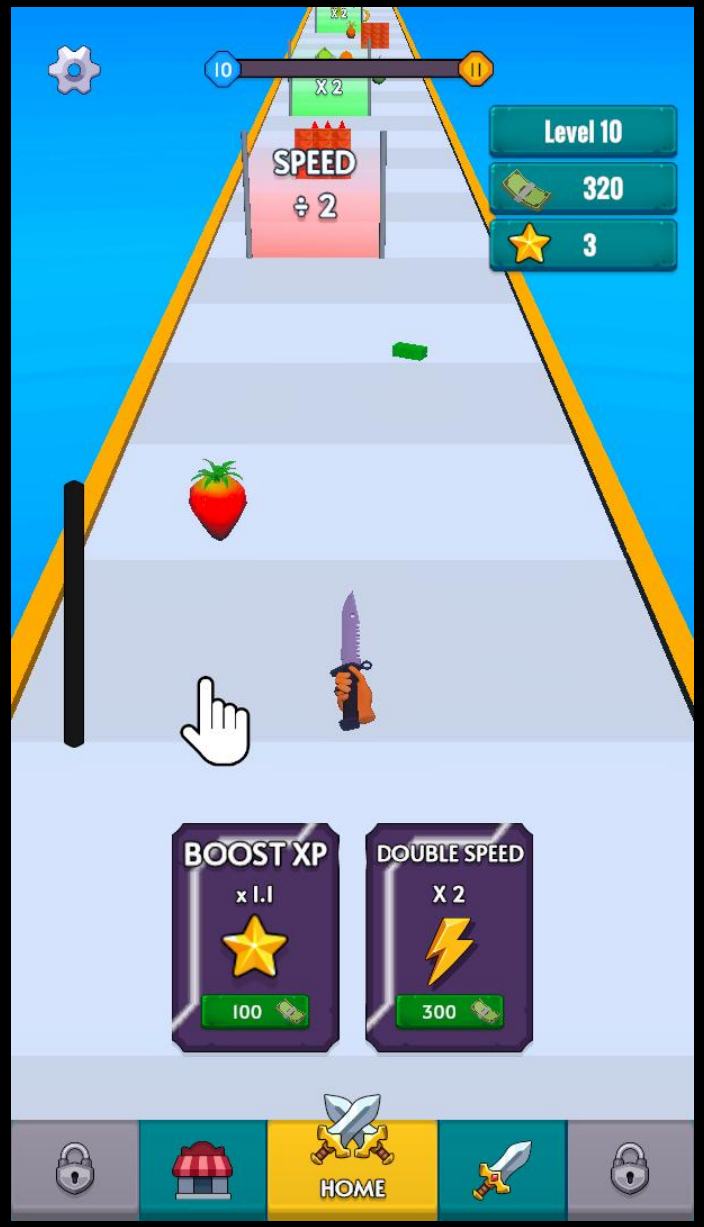
Football Runner immerses players in a thrilling endless running experience, taking on the role of a Football player navigating through obstacles, collecting power-up items, and exploring diverse levels with rich environments. Maximize your playtime to earn coins and Appicoins within the game, featured in the Appistaduime app games collection.

Key responsibilities include:

- Props 3D Design & Level Environment Design
- Game Design
- Game Feel
- Audio & Sound Design
- UI & UX Animations & Design
- Lighting & VFX
- Gameplay Enhancement
- Testing & Collaboration With Programmers
- Code Refactoring
- Gameplay Programming

Gameplay: https://drive.google.com

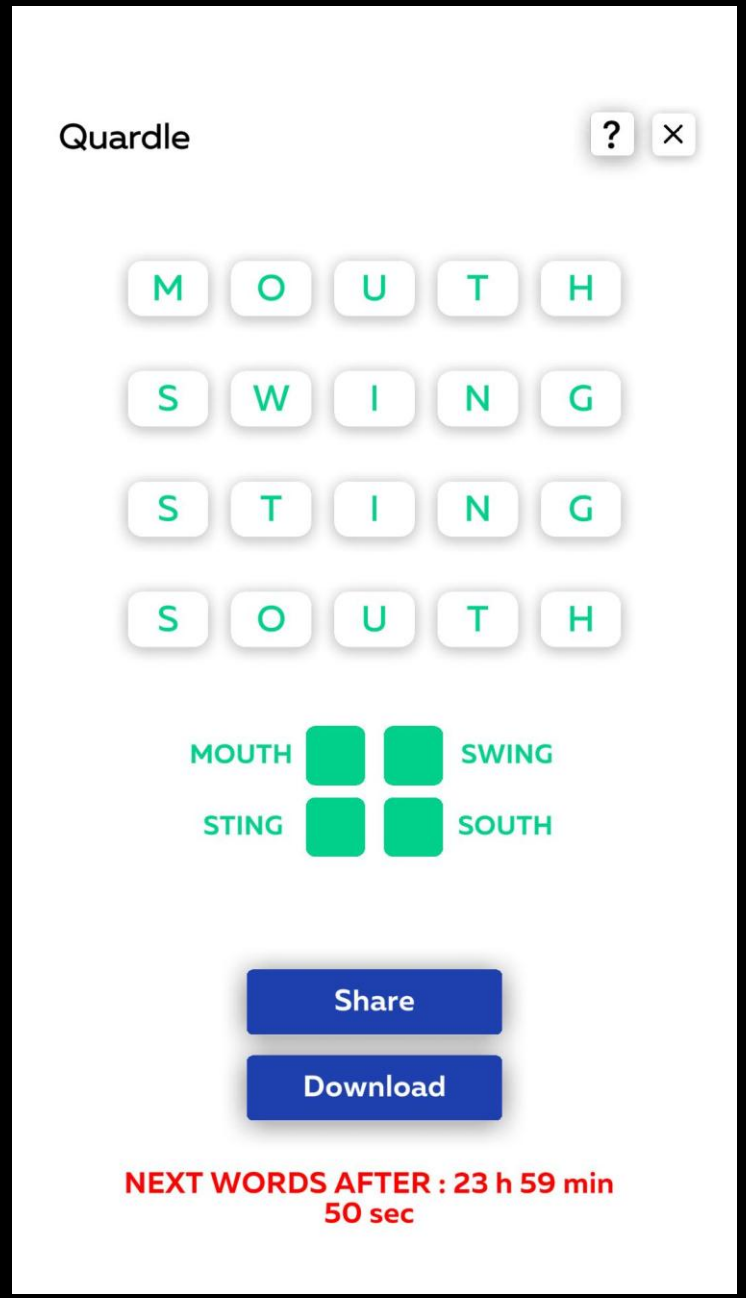
GAMES



Fruit Slice Run

In Fruit Slice Runner, you play as a hand holding a sharp knife in a very casual gaming environment. Your main goal is to neatly navigate obstacles while deftly slicing through fruits to collect points. Your goal when you begin this never-ending running journey is to optimize your ability to slice, earning points that go toward getting the grand prize, a powerful samurai sword. However, reaching this objective won't be simple. The game has an endless runner style, with each play through increasing the difficulty. You can anticipate a wide range of obstacles and a lot of fruit to slice. You'll come across useful objects along the way that might advance or impede you, giving your gameplay strategic depth. Additionally, watch out for menacing enemies that serve as obstacles, which you must skillfully evade to keep the slicing spree alive.

Gameplay: https://drive.google.com



GAMES



Quordle Word Game

In my role as a Unity Developer for apps & games at AppCake IT,
I took charge of creating Quordle Word Game entirely from the ground up.
I handled both the UI design and the core gameplay implementation.
The game's main objective is to guess four words within nine attempts.
After each guess, the color of the letters changes, providing valuable clues about the concealed word. To start the game and receive hints,
players need to enter any valid five-letter word, which will appear simultaneously in all four sections of the game. Additionally, every day offers four different words to challenge players' guessing skills.

Game Video : https://https://youtu.be/BYgCOCo1RDE



HOBBIES

HOBBIES







Gym

One of the most important aspects of my life is sports, and I consider the gym to be a top priority. Maintaining good shape and health has a positive impact on both my career development and overall well-being, influencing various aspects of my life.



Gaming

As a Game Developer and Artist, engaging in regular video game play is an excellent way to find inspiration and stay up-to-date with the latest trends. It offers valuable insights into how talented artists and developers tackle challenges and create innovative solutions. Additionally, playing games allows me to learn and understand the intricacies of game development, gaining valuable knowledge about the process of bringing games to life.

HOBBIES



Reading & Writing

Reading is one of my passions, particularly books that enrich my knowledge in development and game design, or stories that inspire me to create captivating and immersive video games. Moreover, I find joy in writing, as it allows me to bring all my ideas together and craft compelling narratives that enhance the gaming experience.



Watching Movies

As a game designer and developer, I find watching movies or series to be an incredible source of inspiration. Many popular games draw inspiration from films, and watching them sparks ideas for mechanics, gameplay goals, features, and compelling storytelling in my game designs. It's a wonderful way to fuel my creativity and bring unique elements to the games I create.



MORE DEV SKILLS

MORE DEV SKILLS



- ✓ I possess a diverse skill set in full-stack web development, encompassing expertise in HTML, CSS, JS, PHP & MySQL.
- ✓ Proficient in Java, C,
- ✓ Experience working with Xamarin, Android Studio, .

AZZEDDINE TALHA

SKILLED UNITY GAME DEVELOPER

“Curios, motivated and determined”



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"THANK YOU FOR TAKING THE TIME TO EXPLORE MY PORTFOLIO AND LEARN MORE ABOUT MY JOURNEY IN THE WORLD OF GAME DEV YOUR INTEREST AND SUPPORT MEAN THE WORLD TO ME!