Bilal Khan

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TECHNICAL SKILLS

Programming Languages: C#, C++, JavaScript, HTML/CSS
Software: Unity, Unreal Engine, Jira, GitHub, React, Photoshop, Blender, Valentina Studio
Skills: Photon Unity, Unity Canvas UI, Unity Mobile, Debugging, Optimization, Source Control, 2D/3D, Agile/Scrum

EDUCATION

Ontario Tech University | *Oshawa ON, September 2021 – April 2026*
Bachelor of IT in Game Development & Interactive Media
Dean's List: 3.7 Current GPA

PROJECTS

Portfolio Website – Created using HTML, CSS, JS

SCRAP | *Lead Programmer, 3D Unity, Cracked Eggs, GitHub Link, Itch Link*
- Developed a multiplayer party game using Photon Networking enabling real time player interactions
- Extensive use of Unity Canvas UI for menus and HUD
- Maintained multiplayer systems while adding new features like body magnetism, King of the Hill game mode

DESCENT | *Lead Programmer, 3D Unity, Cracked Eggs, GitHub Link, Itch Link, YT Link*
- Developed a 3D Horror game featuring inverse kinematics for monster behavior
- Utilized behavior trees for AI decision making, improving enemy responsiveness
- Created dynamic rope system for puzzle aspects of the game

ROBOQUEST | *Solo Project, 2D Unity, GitHub Link, Itch Link, YT Link*
- Created 2D platformer shooter with boss battles, save/load system, splines
- Focused on developing a modular system for easy feature expansion and debugging

STRANDED | *Lead Programmer, 3D Unity, Cracked Eggs GitHub Link, Itch Link, YT Link*
- Developed a 3D Survival game featuring crafting systems, AI, and FPS combat
- Created inventory management and day/night cycle systems
- Selected to represent Ontario Tech University at Level Up 2023

EXPERIENCE

IT Intern | *Islamic Center of Markham, Markham ON, April 2024 – Sept 2024*
- Acquiring, analyzing, and maintaining data, data systems
- Worked with Camera systems, Cisco Network tasks, Wire tracking/management, Routers/Switches, Sound systems
- Diagnosed & resolved technical issues during live events, ensuring smooth operation of IT systems
- Worked with team members to plan & execute large scale events

Unity/C# Instructor | *Code Ninjas, Markham ON, May 2023 – Feb 2024*
- Mentored 12–14-year-old children to create their own games in Unity and C#
- Taught best practices for debugging, coding, source control
- Ensured students understood complex programming concepts