

Shanto Islam

Unity developer | Programmer

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[GitHub profile](#)



[Linkedin profile](#)

[Portfolio](#)

Summary

Self-driven Unity Developer with hands-on experience in creating and publishing engaging games across mobile and WebGL platforms. Adept in multiplayer systems, backend integration, and Unity editor tooling. Proven ability to lead teams, manage production pipelines, and build scalable systems using modern development practices.

Skills



Programming Languages

- **C# (Advanced)** – Main language for Unity development
- **Java (Advanced)** – Started game development with Java
- **C++ (Intermediate)** – Learned core concepts and object-oriented programming
- **JavaScript (Intermediate)** – Used for backend scripting and integrating server-side logic
- **Python (Intermediate)** – Applied in AI experimentation and personal automation tools



Backend & Server Development

- **Node.js, Express.js**
- **Socket Programming**
- **Socket.io, WebRTC** (Real-time voice/data communication)
- **API Development** (REST APIs with Python & Node.js)



Game Programming Concepts

- **Object-Oriented Programming (OOP)**
- **Data Structures & Algorithms**
- **Game Mechanics Development**
- **Animation Systems** (basic scripting-level)



Programming Patterns

- **Object Pooling** – Reusing inactive objects instead of creating/destroying them repeatedly, improving performance and reducing memory allocation
- **Object Batching** – Reducing draw calls by combining similar objects into a single render operation, boosting rendering efficiency
- **Observer Pattern** – Allowing objects to subscribe and react to events or state changes in other objects (commonly used in UI and game state systems)
- **State Pattern** – Managing state-specific behavior in an organized way, often used in game AI and player states (idle, run, jump)
- **Singleton Pattern** – Ensuring a class has only one instance and providing a global access point



Multiplayer & Networking

- Real-time multiplayer with **Mirror** and custom servers
- TCP/UDP socket-level communication
- **Firebase** for matchmaking, leaderboards, cloud saves



Design & Development Workflow

- Experience in **GDD (Game Design Document)** creation
- Team leadership in **Hyper-Casual Game Development**
- UI/UX design, level design, and game balancing



Game Development Tools & Frameworks

- **Unity 3D, Realistic Car Controller (RCC), Realistic Traffic Controller (RTC)**
- **Mirror (Multiplayer Framework), Firebase (Auth, Realtime DB, Firestore)**
- **AR Development (Facial AR, WebGL AR)**
- Experience with **Unity Ads, AdMob integration, and In-App Purchases (IAP)**
- **Analytics Integration – Integrated Unity Analytics, Firebase Analytics, and custom tracking systems to monitor user behavior, retention, and monetization patterns for data-driven improvements.**
- **Unity Editor Scripting & Tools Creation – Built custom editor tools and inspector extensions to streamline level design, automate repetitive tasks, and enhance team productivity during game development.**

Job experience

- Unity Game Programmer at Ghost Interactive, Bangladesh (Sep 2024 – Present)
- Unity Developer at Axonbyte, India (March 2025 – May 2025) Contract

Projects

- [Bus Simulator Bangladesh \(Play Store URL\)](#) **(Ghost Interactive)**: Developed gameplay mechanics, integrated ad networks, updated backend systems, and fixed critical bugs.
- [BSBD Local Service \(Play Store URL\)](#) **(Ghost Interactive)**: Fixed critical bugs.
- **Action Car Racing (Client project at Ghost Interactive) [Project lead]** : Built game mechanics, UI, ad networks, and connected with Firebase for backend services.
- [Little Dreamy Barn \(Play store URL\)](#) **(Ghost Interactive) [Project lead]** : **Led a 5-person team to create an animal-simulation adventure with UI design and ads integration.**
- [Ludo online \(Github URL\)](#) **(Personal)**: Developed full gameplay and backend system. Implemented backend services using Firebase
- [Color Crash \(Play store URL\)](#) **(Ghost Interactive) [Project lead]** : **Led a 3-person team to create a casual game with UI design and ads integration.**
- [Chess Multiplayer \(Github URL\)](#) **(Personal)**: Developed the full game with real-time multiplayer and a custom server using Node.js, Express.js, Socket, and [Socket.io](#).
- [2D Controller \(Github URL\)](#) **(Personal learning project)**: Developed a Rigidbody2D-based movement system with smooth acceleration, friction and braking, plus a jump mechanic featuring coyote-time grace and cooldown. Implemented reliable ground detection, max-speed clamping and keyboard input handling to refine “game feel” and physics-driven controls.
- [Wall Defense \(Prototype\)](#): Solo learning project demonstrating core tower-defense mechanics—implemented three weapon types (Cannon, Laser, Mortar), wave-based enemy spawning with coin collection, custom-animated enemies, and performance optimizations via object pooling.
- [Facial AR \(App URL\)](#) **(Personal)**: It is a WebGL project and does not require ARCore.
- [Bricks factory simulator \(Github URL\)](#) **(Personal)**: First solo Unity project demonstrating foundational gameplay mechanics

- [Battle of the Fates \(Github URL\)](#) (Personal): This is my second project. It has better coding efficiency compared to the first one.

Additional personal projects are available on my [GitHub](#). For detailed insights into each project and to playtest games via Play Store or WebGL, please visit my [portfolio website](#).

Education

Self-Taught Game Developer

Completed several online courses in Unity development, C#, and multiplayer systems. Gained hands-on experience by building and publishing various personal and team-based game projects.