Alan Khanal
Game Developer

Game developer specializing in Unity, with hands-on experience across multiple platforms and involvement in full development cycles from design to deployment. Eager to expand skills and take on new challenges while creating engaging, high-quality projects.

Contact

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Address
New Baneshwor,
Kathmandu

Education

2019 - 2024
Bachelor of Computer Application

Asian College of Higher Studies

Skills

- Unity Engine- Unity UI System, Animation, Game Mechanics, Debugging
- C#, OOP principles
- Firebase, PlayFab, Azure Blob, MySql, SQLite
- Git, Plastic SCM
- Unity Mirror
- Publishing- Play Store, itch.io

Experience

Nov 2023 - Feb 2024
Dark Matter Production Pvt. Ltd.
Game Developer Intern

Projects:
- Personal Projects: Flappy Bird, Helix Jump, Endless Runner
- Team Projects: EdTech Game

Roles & Responsibilities:
- Developed game mechanics and features using C# in Unity
- Designed responsive UIs and implemented cutscenes
- Integrated 3D models and assets from the graphics team
- Built and deployed games for WebGL, Android, and Windows
- Published games on Play Store and Itch.io

Feb 2024 - Dec 2024
Data Solution Pvt. Ltd.
Game developer

Projects: Race Games, Platformer games
Roles & Responsibilities:
- Fixed bugs and ensured smooth gameplay performance
- Added sound effects, collisions, and handled Unity physics and animations
- Focused mainly on mechanics and bug fixing within tight project schedules

Jan 2025 - Present
Oston Technology Pvt. Ltd.
Unity Developer

Projects:
- Individual Projects: Egg Catcher, Server/Client Booklet, Fortune Wheel (Probability-based)
- Team Projects: School Enterprise Project, 2 Player Game (Pair Buzz)

Roles & Responsibilities:
- Completed Unity projects from concept to deployment; led multiple projects individually and in teams
- Collaborated with team members and project managers
- Integrated backend systems: Firebase, Azure Blob, PlayFab, SQLite, PHP
- Managed multi-platform deployment (Windows, Android) and server-client communication
- Debugged, maintained, and pushed updates; conducted testing and iterated features
- Used Git and Plastic SCM for version control
- Created technical documentation and followed development standards