

# Harun Osman Yusuf

## Junior Gameplay Programmer

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Junior Gameplay Programmer with strong experience building gameplay systems in 2D and 3D games using Unity and C#. Passionate about creating engaging player mechanics, combat systems, and AI-driven gameplay. Currently completing a Games Design & Animation degree with multiple portfolio projects, solo development experience, and game jam participation.

## PROJECTS

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### Swords of Sakura (Unity, C#)

#### Samurai boss-rush action game

- Designed and implemented a risk/reward health based power scaling system
- Built boss enemy AI using finite state machines with multiple attack patterns
- Implemented a score & honour system tied to player performance
- Managed round progression, state resets, and difficulty scaling
- Balanced combat mechanics through iterative playtesting

Links: [Portfolio](#) / [Itch.io](#) / [GitHub](#)

### The Masker - Gesture Recognition Painting Mechanic – Game Jam Project (Unity, C#)

- Designed and implemented a real-time gesture recognition system for player input
- Used weighted scoring to evaluate shape accuracy, position, and colour matching
- Developed pattern comparison logic to validate player drawings against target gestures
- Tuned scoring thresholds to balance challenge and player feedback
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## EDUCATION

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### BA Games Design & Animation

University of West London — Expected July 2026

- Focus: Gameplay programming, systems design, level design
- Final Major Project: 2D Puzzle Platformer

## SKILLS

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### Languages:

- C#
- C++

### Engines & Tools:

Unity (2D & 3D), Unreal Engine (Blueprints), Git/GitHub, JetBrains Rider, Visual Studio

### Gameplay Programming:

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Player controllers, enemy AI (state machines), combat systems, boss mechanics, animation-driven gameplay, input systems, game state management.

### **Design & Development:**

Game design, level design, rapid prototyping, playtesting & iteration, systems balancing

### **Highlights**

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- Showcased projects at Guildford Games Festival
- Multiple game jam participations featuring experimental mechanics
- Solo developer experience alongside team collaboration