

Taha Kraloua

Unity / C# Game Developer — Gameplay Systems & Prototyping

6 Years Experience | Systems • Architecture • Performance

About Me

- Unity game developer with 6 years of hands-on experience building 2D and 3D games, with a strong focus on gameplay systems, backend architecture, and rapid prototyping.
- Regularly work on projects from scratch as well as stepping into existing codebases to extend features, refactor systems, improve performance, and fix complex bugs. Comfortable working in small indie teams, studio pipelines, and white-label contractor setups.
- Hold a degree in Biomedical Engineering, providing a strong analytical and problem-solving foundation that translates well into system design, optimization, and technical debugging.

Core Skills

- Unity (2D & 3D)
- C# (primary), C++ (supporting)
- Gameplay systems & architecture
- AI, combat systems, progression systems
- Performance optimization & refactoring
- Rapid prototyping & iteration
- Working within existing pipelines and coding standards

Selected Projects

- **Fallen Banners (In Development)**
Genre: 2D RTS (Total War-inspired)
https://store.steampowered.com/app/4077890/Fallen_Banners/
Designed and implemented scalable unit logic supporting large numbers of agents. Built formation, movement, and combat systems with performance constraints in mind. Focused on maintainability, extensibility, and clean architecture. Ongoing solo project demonstrating system-level design and long-term scalability.
- **Card Summoner**
https://store.steampowered.com/app/2955120/Card_Summoner/
Implemented gameplay features and supporting systems. Built the initial prototype and core gameplay systems, iterating on mechanics and balance.
- **Fledglings**
<https://store.steampowered.com/app/2770140/Fledglings/>
Gameplay programming support during development. System-level improvements and technical assistance. Bug fixing and stability improvements.
- **Retro GameShop Simulator**
https://store.steampowered.com/app/3392280/Retro_GameShop_Simulator/
Feature development and technical support. Assisted with gameplay logic and system integration. Bug fixing and implementation of new gameplay systems.
- **Just Game Together**
<https://www.justgametogether.com/>
Contributed to multiple small-scale projects. Assisted with prototyping, gameplay systems, and iteration.

Templates & Tools

- 3,000+ downloads across Unity gameplay templates
- <https://zedtix.itch.io/>

Work Style

- Comfortable with white-label and contractor work

- Able to quickly onboard into existing projects
- Strong communicator with both technical and non-technical team members
- Focused on reliable delivery with clear scope and expectations

Availability

- Hourly or project-based work
- Standard rate: \$14 / hour (flexible depending on scope and duration)
- Open to part-time or full-time contracts
- Flexible with time zones

Contact

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