



## Ali Badalov

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### ● ABOUT ME

Unity Gameplay Programmer with 5+ years of experience shipping games for mobile. Developer of "2 Player Racing 3D" (1M+ downloads on Google Play). Experienced in gameplay systems, physics-based vehicles, AI behaviors, and VR interactions. Currently seeking a paid game development internship (Erasmus+ eligible).

### ● WORK EXPERIENCE

**DIGITAL GAMES DEVELOPER – BADALOFF GAMES** – 20/05/2020 – Current – BAKU, AZERBAIJAN

- Developed and published multiple mobile games using Unity (C#) for Android and iOS.
- Creator of "2 Player Racing 3D" with over 1,000,000+ downloads on Google Play.
- Implemented vehicle physics, UI systems, input handling, and optimization for low-end devices.
- Managed full production pipeline: prototyping → polishing → publishing → update cycles.

**DIGITAL GAMES DEVELOPER – CHRONO DYNAMICS STUDIO** – 03/09/2023 – Current – BAKU, AZERBAIJAN

- Co-founded indie team during DIGIAGE Baku accelerator program.
- Developed an FPS prototype, implementing weapon systems, player controller, and enemy logic.
- Led team coordination, sprint planning, and feature prioritization.
- Selected for investment by DIGIAGE mentoring board.

**DIGITAL GAMES DEVELOPER – AZSIMX** – 04/08/2025 – 04/12/2025 – BAKU, AZERBAIJAN

- Developed a VR Parachute Simulation using Unity XR Interaction Toolkit.
- Implemented aerodynamic drag, glide ratio behavior, and physics-based steering.
- Designed rope/handle interaction mechanics with smooth VR hand feedback.
- Tuned comfort settings and movement smoothing for user safety and usability.

### ● PROJECTS

27/07/2020 – CURRENT

#### **2 Player Racing 3D (Google Play, 1,000,000+ downloads)**

Role: Solo Developer  
Tech: Unity (URP), C#

**Link** [https://alibadalov.dev/portfolio\\_2pr3d.html](https://alibadalov.dev/portfolio_2pr3d.html)

30/10/2024 – CURRENT

#### **Motor Burn**

Role: Gameplay Programmer  
Tech: Unity, C#

**Link** [https://alibadalov.dev/portfolio\\_deathdrive.html](https://alibadalov.dev/portfolio_deathdrive.html)

04/08/2025 – 04/12/2025

#### **VR Parachute Simulation (AzSimX, 2025)**

Role: VR Developer  
Tech: Unity XR Toolkit, Custom Physics

Link [https://alibadalov.dev/portfolio\\_vrparachute.html](https://alibadalov.dev/portfolio_vrparachute.html)

02/09/2022 – CURRENT

## Temporal Warfare : Chrono Strike (Chrono Dynamics)

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Role : Lead Game Programmer  
Tech : Unity HDRP, C#

Link [https://alibadalov.dev/portfolio\\_temporalwarfare.html](https://alibadalov.dev/portfolio_temporalwarfare.html)

## ● EDUCATION AND TRAINING

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04/10/2022 – CURRENT Manisa, Türkiye

**BACHELORS** Manisa Celal Bayar University

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## ● LANGUAGE SKILLS

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Mother tongue(s): **AZERBAIJANI**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	C1	C1	C1	C1	C1
<b>RUSSIAN</b>	B1	B1	B1	B1	B1
<b>TURKISH</b>	C1	C1	C1	C1	C1

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## ● SKILLS

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Unity (URP, Physics, Animation, Lighting) | C# Gameplay Programming | VR Development (Unity XR Interaction Toolkit) | AI Behaviors (Targeting, State Machines, Navigation) | Profiling & Optimization (Frame Debugger, RenderDoc, GPU/CPU usage) | Git & GitHub (Version Control Workflows)