

A H M MOIN UDDIN SAMI

GAME DEVELOPER | SOFTWARE DEVELOPER

4 Spooner Place, North Ryde, Sydney, NSW | moinuddinsami1205@gmail.com | (+61) 480 607 607

<https://ahm-moinuddin-sami.github.io/Portfolio/>

SUMMARY

A passionate and technically-driven developer specializing in Unity C#, gameplay systems, and interactive experiences. Experienced in designing optimized, modular code architectures and building engaging player experiences across both 2D and 3D projects. Skilled in full-stack web technologies with an academic foundation in software engineering and game technology.

TECHNICAL SKILLS

Languages & Engines: C#, C++, Java, Unity, Unreal (Blueprints)

Web Stack: React, Node.js, Express, MongoDB, REST APIs

Tools: Git, GitHub, VS Code, Blender (Basic), Vercel, Figma

Core Competencies: Gameplay Programming, QA Testing, UI Integration, Optimization, Agile Workflows

GAME DEVELOPMENT EXPERIENCE

Developer | Seconds to Spare

July 2025 - Present

3D Time Manipulation Puzzle | Unity C# | Team Project | 2025

- Implemented terminal interaction and time-control systems with an optimization focus.
- Improved runtime performance through profiling and object pooling.
- Contributed to bug fixing and QA testing for final release.
- Project Page: <https://xelaronnoc.itch.io/seconds-to-spare>

Lead Developer | Path of the Damned

June 2025 - Present

Grid Based Roguelike | Unity C# | Team Project | 2025

- Designed party-based turn-queue logic and procedural dungeon systems.
- Built AI behaviors and navigation for tactical combat.
- Maintained documentation and iteration plans for future content.
- Prototype: <https://moin-uddin-sami.itch.io/path-of-the-damned-showcase>

Solo Developer | Parry Hero

2025

Reactionary Turn Based Boss-rush | Unity C# | Solo Project | 2025

- Developed timing-based parry mechanics with visual/audio feedback systems.
- Delivered a polished vertical slice with responsive input and refined UX.
- Project Page: <https://moin-uddin-sami.itch.io/parryhero>

EDUCATION

Bachelor of Information Technology (Software Technology)

Feb 2024 - Present

Macquarie University

- Focus: Game Systems Architecture, Artificial Intelligence, and Software Development
- Key Units: Game Design and Development, Data Structures & Algorithms, Software Engineering

ADDITIONAL INFORMATION

- **Languages:** English, Bengali.
- **Certifications:** Black Belt Web Developer - Programming Hero (2024)
- **Awards/Activities:** Finalist - MACSJAM 2025 | Participant - Game Off 2024 | Participant - Game Off 2025 | Web Development Intern - Vyza Solutions (2023)