



SWAPON ISLAM



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LinkedIn Profile Link

ABOUT ME

Experienced Unity Game Developer with 7 years of expertise in creating immersive games for iOS and Android. Specialized in Hypercasual and Hybrid casual games, proficient in scalable C# code. Proven AR and VR skills, passionate about pushing technological boundaries for innovative gaming experiences.

EXPERIENCE

- **DEC: 2024 - PRESENT**

Dhaka - Bangladesh

AR/VR DEVELOPER [PROGRAMMER]

[VirtucareBD.AI](#)

(a sister concern of LABAID Cancer Hospital & Super Speciality Centre)

At VirtuCareBD.ai (a sister concern of LABAID Cancer Hospital & Super Speciality Centre), I have been developing AR-based anatomy and surgical simulation applications for the past six months, including a gynecology simulation tool for training doctors and nurses. I work closely with medical professionals, developers, and 3D artists, incorporating their feedback to ensure clinical accuracy, intuitive usability, and immersive AR/VR experiences.

- **MAR: 2024 - MAR:2025**

Dhaka - Bangladesh

AR/VR DEVELOPER

[Dreamerz Lab Limited.](#)

As an AR/VR Developer, I led complex projects for corporate clients, mentored junior developers, and drove project success. I developed innovative concepts, handled detailed front-end and back-end programming, and contributed creatively in a collaborative environment, overcoming challenges in cross-platform development and live operations to deliver seamless experiences.

- **JAN 2021 - OCT 2023**

Dhaka - Bangladesh

SENIOR UNITY GAME DEVELOPER

[Techno Magic Pvt. Ltd.](#)

Led complex game projects for corporate clients, collaborating with junior developers. Developed and maintained project concepts, executed detailed programming tasks for both front-end and back-end, and contributed creative ideas in a collaborative team environment. Successfully addressed challenges in cross-platform game development and live operations.

• FEB-2016- DEC-2021

Dhaka - Bangladesh

UNITY GAME DEVELOPER

[Techno Magic Pvt. Ltd.](#)

Collaborated on large game projects for corporate clients, developing concepts, maintaining workflows, and completing detailed programming for both front-end and back-end. Worked with artists and designers to create clean interfaces and experiences. Conducted quality assurance tests for usability optimization.

• JAN-2015- FEB-2016

Dhaka - Bangladesh

SOFTWARE DEVELOPER AND TEACHER

[CAFFEBD](#)

I was a trainee software developer at CAFFEBD, involved in teaching and training students at CAFFEBD. My work included using Lua with Corona SDK, JavaScript with Phaser, Unity Engine for 2D and 3D games, Arduino for electronic gadgets, and various web technologies.

EDUCATION

• 2020-2023

Dhaka - Bangladesh

EUROPEAN UNIVERSITY OF BANGLADESH

• BA-Hon's in English

• 2017-2018

Dhaka - Bangladesh

POLLABI DEGREE COLLAGE

• HSC

EXPERTISE

- Management Skills
- Creativity
- Game Design
- Critical Thinking
- Leadership

SKILLS SUMMARY

Programming Languages:

C#, BluePrint, JavaScript,
Node.js, Lua, Verse

Programming Language

81 %

Game Engines: Unity,

Unreal,UEFN, Phaser.io,
Solar2D

90%

Web Technologies:

HTML5, CSS

60%

GUI & Particle Systems

70%

AR & VR

75%