

Fahim Faysal



Portfolio



B-DeshiDev



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COMMERCIAL PROJECTS:

CONTROL : OVERRIDE | C#, UNITY3D, YARNSPINNER

2021

- Expanded a **game-jam(GTMKJam2020)** prototype into a **commercial game**.
- Designed 47 **puzzles** around the core mechanic of glitching through objects you can move around
- Wrote a Raycast-based platformer **character controller** that worked with the glitch mechanic.
- Wrote a **multi-ending story** told through text-logs.
- Worked with **YarnSpinner** for branching dialogue.
- Worked with a **publisher** to publish the game on **Steam**.

PERSONAL PROJECTS:

PHANTOM REVERIE | C#, UNITY3D

2020

- Implemented **soulslike combat** mechanics(melee/ranged combat with stamina/dashing)
- Implemented a ticketing based **AI combat director**.
 - Enemies **coordinate** their attacks to keep it challenging without overwhelming the player.
 - **Balances** enemy attack tickets between melee and ranged attacks to keep combat dynamic.
- Implemented swipe-based **touch controls** for mobile

YOUR BULLETS, OUR HELL | C#, UNITY3D, BRAINJAM 2021

2021

- Implemented a **top-down arena bullet hell** combat system
- Implemented a mechanic where you shoot enemies to make them fight for you
- Implemented a system for spawning bullets in diverse patterns with **object pooling**
- Focused on nailing the **game feel**
- **Won 2nd place** in the game-jam(Brain-Jam 2021)

MATHMAGICIAN | C#, UNITY3D, BRAINJAM 2020

2020

- Implemented Slay-the spire like **deck-based combat**
- Mixed it with a math-based minigame to play cards.
- **Won 2nd place** in the game-jam(Brain-Jam 2020)

ACTIVITIES

- Participated in a variety of game jams where I collaborated with people from varied disciplines:
 - GMTKJAM 2020, 2019
 - Ludum Dare 40, 41
 - BrainJam 2020, 2021
- Gave a talk on A Maze. 2021 (Berlin) about the design of Control : Override.

SKILLS

PROGRAMMING

C# • C++ • Python

FRAMEWORKS/TOOLS

Unity3D • YarnSpinner • Git • Trello • Notion • Tensorflow

EDUCATION

BANGLADESH UNIVERSITY OF ENGINEERING AND TECHNOLOGY

Bachelor's in Computer Science and Engineering

2017 - Present (Graduating Q2 2023)

CGPA: 3.75 / 4.0