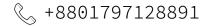
# Fahim Faysal









#### **COMMERCIAL PROJECTS:**

## CONTROL: OVERRIDE | C#, UNITY3D, YARNSPINNER

- → 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

- → Implemented soulslike combat mechanics(melee/ranged combat with stamina/dashing)
- → Implemented a ticketing based Al combat director.
  - → Enemies coordinate their attacks to keep it challenging without overwhelming
  - → 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 UNIVER-**SITY OF ENGINEERING AND **TECHNOLOGY**

Bachelor's in Computer Science and Engineering 2017 - Present (Graduating Q2 2023) CGPA: 3.75 / 4.0