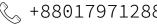
Fahim Faysal







COMMERCIAL PROJECTS:

CONTROL: OVERRIDE | C#, UNITY3D

- → 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 **branching story** told through text-logs.
- → Worked with a publisher(Brainstation23) to release the game on Steam.

PERSONAL PROJECTS:

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 Brain-Jam 2021

MATHMAGICIAN | C#, UNITY3D, BRAINJAM 2020

2020

- → Implemented Slay-the spire like deckbuilder combat
- → Mixed it with a math-based minigame to play cards.
- → Won 2nd place in Brain-Jam 2020

PHANTOM REVERIE | C#, UNITY3D

2020

- → 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

ACTIVITIES

- → Participated in a variety of game jams where I collaborated with people from varied disciplines and timezones:
 - → 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 • DoTween •

Git • Trello • Notion • Tensorflow

EDUCATION

BANGLADESH UNIVER-SITY OF ENGINEERING AND **TECHNOLOGY**

Bachelor's in Computer Science and Engineering 2017 - 2023 (Graduated) CGPA: 3.78 / 4.0