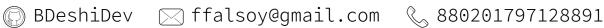
Fahim Faysal







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 multi-ending story told through text-logs.
- → Worked with a publisher to publish the game on Steam.

PERSONAL PROJECTS:

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)

TOP-DOWN MOBILE ACTION-GAME PROTOTYPE | C#, UNITY3D

2020

- → Implemented hyper-light drifter esque combat mechanics(melee/ranged combat with dashing)
- → Implemented a ticketing based AI combat director.

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 powerup spawning system that prevents the player from camping.

BULLET-HELL BOSSRUSH PROTOTYPE | C#, UNITY3D

- → Wrote a modular Behavior tree/Finite State Machine hybrid AI framework with Unity Editor UI for enemy AI.
- → Implemented pattern based bullet spawning with object pooling.

ACTIVITIES

- → Participated in a variety of game jams where I collaborated with artists and musicians:
 - → GMTKJAM 2020, 2019
 - → Ludum Dare 40, 41
 - → BrainJam 2020, 2021
- → Gave a talk on A Maze. 2021 (Berlin) about the development of Control: Override.

SKILLS

PROGRAMMING

C# • C++ • Python

FRAMEWORKS/TOOLS

Unity3D • Tensorflow • Git

EDUCATION

CGPA: 3.75 / 4.0

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

BACHELOR'S IN COMPUTER SCIENCE AND ENGINEERING 2017 - Present (Graduating Q2 2023)