

# Fahim Faysal



Homepage



BDeshiDev



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## COMMERCIAL PROJECTS:

### CONTROL : OVERRIDE | C#, UNITY3D

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 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

2022

- 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

### BANGLADESH UNIVER-SITY OF ENGINEERING AND TECHNOLOGY

BACHELOR'S IN COMPUTER SCIENCE  
AND ENGINEERING

2017 - Present (Graduating Q2 2023)

CGPA: 3.75 / 4.0