

FAHIM KAMAL AHMED

Game Developer

+880 1917 447979 @ fahimkamal63@gmail.com Fahim Kamal | Portfolio Dhaka, Bangladesh | Open to Relocation



PROFESSIONAL SUMMARY

Game Developer with 3+ years of experience, including 2 years in a professional studio. Proficient in Unreal Engine and Unity, specializing in gameplay mechanics, optimization, and game physics.

GAME DEVELOPMENT JOURNEY



Game Mechanic Engineer

Nova Labs

11/2024 - 02/2025 Dhaka, Bangladesh

- Served as a **lead developer**, overseeing game mechanics implementation and feature development.
- Assigned tasks to **3D designers, 2D artists, and developers** for efficient workflow.
- Created **Game Design Documents (GDD)** to guide development.
- Monitored team progress, ensuring deadlines were met and resolving issues.
- Built and managed Play Store releases**, handling **publishing and updates**.



Game Engine Engineer

Nova labs

10/2023 - 10/2024 Dhaka, Bangladesh

- Developed game features independently and met project deadlines.
- Wrote **detailed documentation** for future developer reference.
- Contributed to **game ideation**, mechanics, and story discussions.
- Helped transform ideas into fully developed games.
- Delivered production-ready builds** and submitted them for release.



Jr. Game Engine Engineer

Nova labs

10/2022 - 09/2023 Dhaka, Bangladesh

- Reviewed company codebases to understand development standards.
- Identified bugs and suggested improvements in existing projects.
- Assisted in implementing **C# features** from pseudocode under senior supervision.
- Learned **Git, GitHub, and version control** for professional project management.
- Solved gameplay challenges, improving **problem-solving skills** over time.

EDUCATION

B. Sc. in Computer Science & Engineering

Pundra University of Science & Technology

01/2018 - 07/2022 Bogura, Bangladesh

CGPA

3.67 / 4.0

CERTIFICATION

National Collegiate Programming Contest (NCPG) | February 2020

Military Institute of Science and Technology, Dhaka (MIST)

International Collegiate Programming Contest Asia Dhaka Regional (ICPC) | November 2019

Southeast University, Dhaka

LANGUAGES

Bengali

Native



English

Proficient



BEYOND THE CODE



Gaming

Passionate about exploring different game genres and mechanics.



Gaming Industry Trends Enthusiast

Keenly follow and analyze emerging trends and technologies within the gaming industry to stay ahead of the curve.



Indie Game Development

Following the latest indie game trends and innovations.

DIGITAL FOOTPRINT



www.linkedin.com/in/fk-ahmed



https://github.com/FahimKamal



https://www.youtube.com/@FK_1_3

PROJECTS

FallTastic

https://bit.ly/fall_Tastic

- Led the project as **Lead Developer**, overseeing game design and mechanics.
- Collaborated with the team to define **gameplay features, theme, and overall style**.
- Built and integrated the **3D game world** using designer-created assets.
- Implemented **dynamic building animations** for engaging visuals.
- Conceptualized the **UI layout**, guiding the UI designer and implementing final elements.

Boat Blitz

https://bit.ly/boatBlitz

- Developed an **infinite water and island system**, dynamically generating terrain to create an endless ocean effect.
- Implemented a **day-night cycle** with proper lighting and material setups, enhancing game realism.
- Designed and integrated **all UI elements**, ensuring a smooth and intuitive player experience.

Temple of Masks

https://bit.ly/templeOfMask

- Designed and developed **70 levels** (levels 31–100) under senior supervision.
- Documented **all C# classes and functions** for future developer reference.
- Proposed and implemented **Mayan culture fact pop-ups** to enhance player immersion.

TECHNICAL EXPERTISE

Unreal Engine



Blueprint



C++



Unity



c#



Blender



INTERPERSONAL SKILLS

Teamwork

Communication

Problem-Solving

Adaptability

Creativity