# FAHIM KAMAL AHMED

## **Game Developer**

📞 +880 1917 447979 🏻 📵 fahimkamal63@gmail.com 💡 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
- Ohaka, 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

- Ohaka, 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

- · 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** 

CGPA

**3.67** / 4.0

# **CERTIFICATION**

National Collegiate Programming Contest (NCPC) | February 2020

Military Institute of Science and Technology, Dhaka (MIST)

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

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 designercreated 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

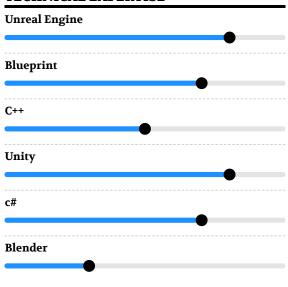
- · Developed an infinite water and island system, dynamically generating terrain to create an endless ocean effect.
- Implemented a day-night cycle with proper lighting and material setups, enhancing game realism.
- Designed and integrated all UI elements, ensuring a smooth and intuitive player experience.

## 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



# INTERPERSONAL SKILLS

Teamwork Communication Problem-Solving Adaptability Creativity