

# FAHIM KAMAL AHMED

## Game Developer

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### 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