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
- 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

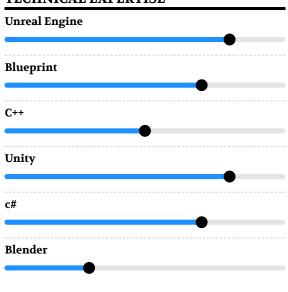
- · Developed an infinite water and island system, dynamically generating terrain to create an endless ocean effect.
- Implemented a day-night cycle with proper lighting and material setups, enhancing game realism.
- Designed and integrated all UI elements, ensuring a smooth and intuitive player experience.

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