MD FAIAZ FAHIM

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LinkedIn | GitHub | Portfolio | ArtStation | Behance

PROFESSIONAL SUMMARY

Motivated and adaptable computer science graduate with five years of combined experience in VR simulation development, 3D asset creation, and technical IT support. Proven success in leveraging Unreal Engine, C++, and Blueprint scripting to develop immersive training solutions and real-time gaming environments. Managed full-cycle operations for an f-commerce venture and provided critical remote IT support to 50+ staff. Eager to contribute a strong technical foundation, collaborative mindset, and passion for innovation to a forward-thinking technology team.

SKILLS

Programming & Game Engines: C, C++, Python, HTML, CSS, Unreal Engine 5, Blueprint Scripting.
3D & Design Tools: Blender, Substance Painter, Quixel Mixer, Adobe Illustrator, Adobe Photoshop, Figma, Canva.
Development Tools: Visual Studio, Code::Blocks, Collab, Kaggle.
IT & Productivity: MS Office Suite, Google Workspace, PrimeRX, 3CX, ScreenConnect.
Languages: Bangla (Native), English (Fluent).

PROFESSIONAL EXPERIENCE

JUNIOR VR DEVELOPER | Vinacts, Dhaka, Bangladesh
2025 - Present

- Designed and developed complex VR training simulations using Unreal Engine and C++.
- Collaborated with cross-functional teams (Design, QA) to implement highly interactive, logic-driven VR environments and user interfaces.
- Optimized VR application performance and memory usage, achieving smoother, multi-platform functionality across various VR headsets.

IT ASSISTANT (Remote) | Boca Pharmacy Group, Bronx, NY
2024 - 2025

- Delivered comprehensive remote Tier 1 and Tier 2 IT support, managing and resolving technical issues for over 50+ pharmacy staff members.
- Managed specialized pharmacy systems (PrimeRX) and communication platforms (3CX, ScreenConnect) to ensure continuous operation.
- Handled prior authorization and clinical calls, performed critical data entry, and supported daily digital workflow needs.

FOUNDER & CEO | Mug Freak BD, Dhaka, Bangladesh
2021 - Present

- Established and scaled a custom merchandise e-commerce business, successfully managing over 2,500 individual client orders and securing five corporate clients.
- Developed and led targeted digital marketing campaigns (Facebook/Instagram Ads), directly responsible for driving sales revenue growth.
- Oversaw all operational aspects, from initial product design and inventory management to final delivery logistics.

3D ARTIST (Remote) | Kaleidosoft, Croatia
2021 - 2022

- Created detailed, optimized 3D assets (props, environmental elements) for use in real-time gaming environments.

- Ensured assets adhered to strict performance and polycount budgets for seamless integration into game engine pipelines.

3D ARTIST | Ginduce, Dhaka, Bangladesh
2017 - 2019
- Developed high-quality 3D models and textures for various client projects, supporting external game development pipelines.

PROJECTS
- **VR Training Simulation:** Developed high-fidelity VR simulation for procedural training, focusing on complex object interaction, UMG interaction and multi-step task completion using Unreal Engine and C++. Demo 1, Demo 2, Demo 3.
- **Ghatok:** A team-strategy-based multiplayer first-person shooter. Link to Teaser, Gameplay. Can be downloaded from Itch.io
- **Endless Runner:** A fast-paced, adrenaline-fueled game built entirely in Unreal Engine. Link to Gameplay. Can be downloaded from Itch.io
- **Tardigrade:** A platformer game based on the microorganism tardigrade. This project was a submission for Epic Mega Jam (2019). Link to Trailer, Gameplay. Downloaded from Itch.io
- **Tic-Tac-Toe:** A sleek, 3D interpretation of the timeless classic, Noughts and Crosses. Link to Gameplay. Downloaded from Itch.io
- **Run and Dodge:** A fast-paced endless runner game built with C++ and raylib. Link to Gameplay, Source code
- **Axe Game:** A simple 2D game made with C++ and Raylib. Link to Gameplay, Source Code.

EDUCATION
STAMFORD UNIVERSITY BANGLADESH | Dhaka, Bangladesh
Bachelor of Science in Computer Science and Engineering (B.Sc. CSE) | 2024 | CGPA: 3.56/4.00
Thesis: MobiPhysio: A 2D Video Dataset of Physical Rehabilitation
Project: OneHealth: A web-based E-health system

BIRSHRESHTHA MUNSHI ABDUR ROUF PUBLIC COLLEGE | Dhaka, Bangladesh
Higher Secondary School Certificate (HSC) | 2017 | GPA: 4.33/5.00

IDEAL SCHOOL AND COLLEGE | Dhaka, Bangladesh
Secondary School Certificate (SSC) | 2014 | GPA: 5.00/5.00

Achievements
- Esho Robot Banai 2019 (Finalist): Applied robotics, IoT and problem-solving in a national competition.
- Power and Energy Hackathon 2017 (Finalist): Applied IoT and problem-solving in a national competition.
- Intra College Chess Tournament 2016 (Semifinalist): Demonstrated strategic thinking and focus.
- Moulvibazar MTB Championship 2021 (Finisher)

Community Involvement
- Co-lead of the full volunteer team for multiple major marathons (Bangabandhu Sheikh Mujib Dhaka Marathon 2021-2023, Women's Marathon 2023, Bangabandhu 3rd Inter-University Sports Championship 2022, and Rangamati Half Marathon 2021).
- Co-organiser of Cyclists Grand Picnic 2019, 2020
- Lead of a volunteer team for the CCCL Run Bangla International 10K 2020 and Dhaka Half Marathon 2020.
- Participated in the Cox's Bazar Beach Clean Up (BD Clean, 2018) and Dhaka University Clean Campus (BD Clean, 2017) contributing to a team initiative focused on environmental stewardship.