

Md. Ishtiaq Ahamed Fahim

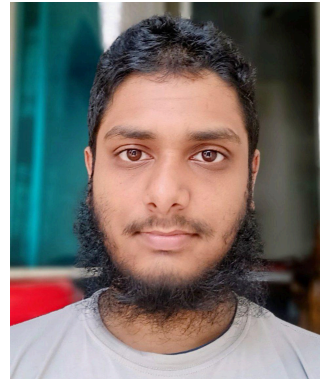
Email: iafahim.dev@gmail.com

Phone: +8801772527556

LinkedIn: <https://www.linkedin.com/in/iafahim/>

GitHub: <https://github.com/IAFahim>

Location: Block-I, Bashundhara R/A, Dhaka, Bangladesh



Summary

A passionate Unity Game Developer with expertise in developing robust, optimized, and immersive gaming experiences. Focused on maintainability, performance optimization, and delivering polished products. Skilled in implementing game features and feel, mechanics, and prototyping new concepts.

Experience

Game System Engineer | [Nova Labs LTD](#) (Sept 2022 - Present)

- Developed and optimized game systems within Unity, ensuring better gameplay while maintaining performance
- Implemented game features and mechanics by researching other games and providing idea pitch
- Guide and collaborated with designers, artists, and programmers for assets and game requirements
- Identified, diagnosed technical issues to maintain game stability
- Conducted regular feedback from testing to ensure functionality and stability of game builds
- Introduced Git for version control and collaborated effectively in a team environment

Graphics Team Incharge | [ACM, North South University](#) (March 2020 - May 2022)

- Maintained a team of 60 people, creating poster, banner, ID card, certificate, crest and art made in Illustrator, Photoshop, Figma, Canva
- Monitor, organize, Report team member task, activity and contribution in Google Sheets
- Automated ID card, certificate, crest generation using [Java](#) and Google Sheets

Education:

North South University (Expected Graduation Dec 2024)

- Bachelor of Science in Electronic & Communication Engineering
- Major: Computer Science

Technical Skills

Programming: [C#](#), [Java](#), [Python](#), [JavaScript](#), [TypeScript](#), [Rust](#), PostgreSQL

Game Engine: Unity

Tools: Git, Adobe Illustrator, Figma

Key Projects

Unity Games:

- | | | | |
|--|------|-----------------|--------------------|
| 1. Zen Farm(Running) | 3D ▾ | Cozy ▾ | Farming Sim ▾ |
| 2. Boat Blitz (Lacks Performance due to cut) | 3D ▾ | Driving ▾ | Survival ▾ |
| 3. Quack Splash | 2D ▾ | Water Puzzle ▾ | |
| 4. Fin & Fur | 2D ▾ | Fishing ▾ | |
| 5. Air Strike | 2D ▾ | Air Shooter ▾ | |
| 6. Mecha Merger | 2D ▾ | Merge ▾ | |
| 7. Temple of Mask | 2D ▾ | Match 2 ▾ | |
| 8. Last Hope | 2D ▾ | Tower Defense ▾ | |
| 9. Eternally Spiritbound(Prototype) | 2D ▾ | RPG ▾ | Personal Project ▾ |

Blinds Eye: Utilized device camera to help visually-impaired identify objects AI and provide audio cues with Unity Barracuda.

AR-Filter: Developed Spark meta effect filter for Infinix | Note 40 series

Open source Contribution: (Listed As Contributor)

[FakeRopeSimulation](#), [PrimeTween](#), [RTSCameraController-Cinemachine](#), [PDollar-Unity](#), [UnityHFSM](#), [GizmoExtensions](#), [sunflower](#), [unity-interview-questions](#), [pancake-LLC](#)

Reference:

[Abdullah Al Masrur](#)

Director and Chief Technology Officer | [Nova Labs LTD](#)

Email: masrur@novalabs.gg

Phone: +8801717-254820

[Fahim Kamal Ahmed](#)

Game Engine Engineer | [Nova Labs LTD](#)

Email: fahimkamal63@gmail.com

Phone: +8801917-447979

[Fahim Ahmad](#)

Lecturer | [University of Scholars](#)

Email: fahim53930@gmail.com

Phone: +8801730716877