

ISTIYAK AHMED

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[LinkedIn](#) · [Portfolio](#)

Computer Science graduate with experience creating a variety of applications, including games, simulations, multiplayer, virtual reality experiences, ML Models and Android apps. Extreme enthusiasm for emerging technologies like machine learning, artificial intelligence, and computer vision. Committed to breaking new ground in the software development and emerging technology fields while actively seeking novel solutions to existing issues.

EXPERIENCE

OCT 20, 2023 – PRESENT

SOFTWARE ENGINEER, TORPEDO LABS, INC

As part of my current responsibilities, I am concentrating on developing a variety of games, fixing bugs, implementing features, resolving issues with maintaining design patterns, and making code more reusable.

NOV 01, 2021 – SEP 30, 2023

UNITY DEVELOPER, SOFTWIND TECH

As part of my current responsibilities, I am focused on developing various types of games, including 2D and 3D casual games, hyper casual games, and card games. Additionally, I am responsible for creating engaging VR experiences, high-performance WebGL applications, and native Android applications. I am also working on machine learning model and developing them to Android applications.

JUN 01, 2021 – OCT 31, 2021

ASSISTANT SOFTWARE ENGINEER, ARCLITE SYSTEMS LIMITED

I was responsible for developing a range of games, including 2D and 3D casual games, hyper casual games, and card games. I was tasked with creating exciting and challenging gameplay mechanics that kept players coming back for more. Additionally, I was responsible for ensuring that the games were optimized for performance across various platforms, including mobile, desktop, and VR.

EDUCATION

OCT 18, 2022

BSC, SHAHJALAL UNIVERSITY OF SCIENCE AND TECHNOLOGY

Bachelor's Degree in Computer science and engineering

CGPA: 3.18

AUG 09,2015

HSC, CAMBRIAN COLLEGE

GPA: 5.0

MAY 09, 2013

SSC, CAMBRIAN SCHOOL AND COLLEGE

GPA: 5.0

PROGRAMING LANGUAGES

- C#
- C
- C++
- Python
- Kotlin
- Java

SOFTWARE DEVELOPMENT

- Unity (VR, AR, Games)
- Unreal Engine (Games)
- Machine Learning (Pytorch, TensorFlow)

VERSION CONTROL

- Git

NATIVE ANDROID

- Android Studio

RESEARCH

- [Legal and Regulatory Frameworks for Digital Assets in the Metaverse: A Blockchain-based Approach](#)

PROJECTS

[\[Link\]](#)