Labbi Ahmed

VR Interactive Application Developer in Unity3

A dedicated unity3D VR Interactive simulation developer with solid basics and a thirst for learning. Capable of adjusting and adapting to different requirements.

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WORK EXPERIENCE

Interactive Simulation Developer
XREMERINA Tech Inc.

10/2020 - Present   *Dhaka*

Main goal to create Educational VR content and Interactive Simulation VR Project

Achievements/Tasks

- Developing VR Interactive North American style house for summer and wither season.
- Developing the Lighting and Interior Designing of this VR House with HDRP.
- Developing an 8-apartment building for VR, Windows, Mobile, and Apple versions.

Contact : MD. Imran Wahid Khan - E-Mail: imranwkhan@gmail.com

EDUCATION

B.Sc(Engg.) in Computer Science
University of Rajshahi

02/2016 - 08/2020   *CGPA: 2.99 / 4.00*

Higher Secondary Certificate in Science
Qadirabad Cantonment Sapper College

06/2013 - 07/2015   *GPA: 4.75/5.00*

SKILLS

Proficient in Unity Application Development

Hadns-on knowledge of SOLID principles and OOP.

Working knowledge of Render pipeline HDRP and URP

Working knowledge of Oculus Quest 2

Working knowledge of light, Texture, PBR Material

Working knowledge of Unity UI

Experienced in Cross-platform application in unity

Basic knowledge of C++, C, python and Firebase.

Practical knowledge of Version control with git.

PERSONAL PROJECTS

Hunters (Offline Multiplayer Shooting Game)
 (10/2019 - 09/2020)

- This is an offline multiplayer PC-based 3D Shooting game. it's made with unity & c#.

LANGUAGES

Bangla
Native or Bilingual Proficiency

English
Professional Working Proficiency