

# Masuda Rahman Fatima

Game Dev, Software Engineer, 3D modelling  
Undergraduate Double major in CSE and Mathematics  
Brac University

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🌐 github.com/Medushaa  
🌐 Website Portfolio

## EDUCATION

- **Bachelor of Science in Computer Science and Engineering and Double Major in Mathematics** 2020-24  
Brac University, Dhaka, Bangladesh CGPA: 3.92/4
- **High school (O and A Levels under Edexcel Board)** 2017-19  
Subjects in A Levels: General Mathematics, Further Pure Mathematics, Physics, Chemistry, Biology, Psychology CGPA: 5/5

## TECHNICAL SKILLS AND INTERESTS

**Programming languages:** Python, C, Go, Rust, Dart, Typst, HTML+CSS (not a programming language though)  
**Tools:** VScode, Blender, Unity, Unreal engine, Godot, Github  
**Frameworks:** Flutter, Laravel  
**Cloud/Databases:** Firebase, Relational Database(mysql)  
**Relevant Coursework:** Data Structures & Algorithms, Operating Systems, Database Systems, Software Engineering, Data Science, Artificial Intelligence, Cryptography and Cryptanalysis, Blockchain and Cryptocurrencies.  
**Areas of Interest:** Web Design and Development, Android App Development, 3D modelling, Game development

## PERSONAL PROJECTS

- **Android app for tracking expiry dates**
  - Features user authentication, food item registration, and blog posting.
  - Built with Flutter and Firebase to register new users and store their items and public blogs.
- **Website projects**
  - Note sharing website: user authentication, note posting, commenting. Technologies: Laravel, docker, SQLite.
  - Realtime Chat app: gmail authentication, public forum. Technologies: ReactJs, Firebase, Bootstrap. 🌐 Demo
  - Website Portfolio: with links to other projects and personal blogs. Technologies: Hugo, Netlify. 🌐 Demo
  - Ticket booking website: with user and admin views. Technologies: PHP, bootstrap, MySQL
- **Discord bots** - Developed in Python and Golang for mark distribution, graphing and miscellaneous.
- **Game Projects** - Participated in multiple Gamejams, uploaded in: 🌐 <https://masupasu.itch.io>
- **Weekly Art Challenge** - Uploading a new 3D scene made in blender weekly. Art portfolio: **Bē** Behance
- **Machine Learning Projects**
  - CAPTCHA solver using CNN models.
  - ML projects for coursework on Datacamp that used AdaBoost, Naive Bayes, Regression Trees and more.
  - Kaggle Competitions: Participated in Robi Datathon.
- **Undergraduate Thesis** - Mathematical modelling of Bitcoin and Ethereum blockchain systems.

## EXPERIENCE

- **Bakoony LTD — Unreal Engine Assets Manager** Feb 2025 - Present
  - Working with Unreal engine, Substance Painter, Blender, etc to manage and organize game assets.
- **RiseUp Labs — Unity Game Development** Aug 2024 - Nov 2024
  - Joined their 3 months long program of Train and Hire to explore Unity and build projects for clients.
- **Tateru — 3D Modelling & Animation** Jun 2024 - Oct 2024
  - Created 3D models for 3D printing and animations using Blender for educational videos. 🌐
- **Student Tutor at Brac University** Jan 2022 - Aug 2024
  - Graded assignments, aided during lab classes and provided student consultations
  - Tutored in courses: Data Structures, Differential Calculus & Coordinate Geometry, Mathematics for Machine Learning, Complex Variables and Laplace Transformation, Differential Equations I, Linear Algebra and more.

## ACHIEVEMENTS

- **Daily Star, Daily Sun and Edexcel Awards:** Highest Achievers for 9 A/A\* in O level and 5 A/A\* in A levels. 2018-19
- **Math Olympiad:** Won middle and high school math Olympiads 4 times. 2013-16