Minhaj Ul Hasan Rafat

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Portfolio: **https://minhajuhr.github.io/-Portfolio/**

Objective: A motivated and passionate Computer Science student seeking a remote internship opportunity at EA Sports to leverage skills in game development, programming, and software engineering.

Education:

Bachelor of Computer Science

Missouri University Of S&T, Rolla, USA

Expected Graduation: September, 2028

Relevant Coursework: Game Development, Software Engineering, Algorithms and Data Structures, Artificial Intelligence, Graphics Programming.

Skills:

- **Programming Languages:** C++, C#, Java, Python
- **Game Development:** Unity, Unreal Engine
- **Web Technologies**: HTML/CSS, JavaScript, React (Basic Knowledge)
- **Database:** SQL, MongoDB
- **Version Control:** Git
- **Other Tools:** Visual Studio, JIRA, Blender (basic Knowledge)
- **Soft Skills**: Problem-solving, teamwork, time management, attention to detail

Professional Experience

Software Engineer

[Previous Company], [City, State] | [Month Year] – [Month Year]

- Developed and maintained game features and systems using C++ and Unreal Engine.
- Implemented gameplay mechanics, UI elements, and multiplayer functionalities.

- Optimized code for performance and memory usage to enhance player experience.
- Collaborated with designers and artists to integrate assets and ensure cohesive gameplay.

Java Developer Intern

[Internship Company], [City, State] | [Month Year] – [Month Year]

- Designed and developed Java applications, focusing on backend systems and database management.
- Participated in agile development processes, including sprint planning and daily stand-ups.
- Wrote unit tests and conducted debugging to ensure robust and reliable software.

Projects

Project Name: Multiplayer Sports Game

Missouri University of Science & Technology, (August 2026- October 2026)

• Led a team of developers in creating a multiplayer sports game prototype using Unity.
• Designed and implemented networking code for real-time gameplay interactions.
• Integrated player controls, scoring mechanics, and game rules to create an engaging user experience.

Project Name: AI-driven Opponent Behavior

Missouri University of Science & Technology, (August 2027- October 2027)

• Developed AI algorithms for opponent behavior in a sports simulation game.
• Implemented decision-making processes and pathfinding algorithms using C++ and AI frameworks.
• Conducted testing and iteration to improve AI performance and realism.

Additional Information

• Strong portfolio showcasing personal and academic game development projects.

• Completed [relevant certification/course] in advanced game programming techniques.

References