Minhaj Ul Hasan Rafat

Rolla

Rolla, Missouri, 65409

+8801830173488

www.minhajuhrafat158@gmail.com

LinkedIn: www.linkedin.com/in/minhajuhr259

GitHub: https://github.com/MinhajUHR

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

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