Akik Ashraf Rafi

Game Developer

About Me

I am Rafi, with 3.5 years of hands-on experience in game development, I am passionate about creating innovative and engaging games. My technical skills include proficiency in various programming languages, game engines, and software tools, and I am committed to continuous learning and development. I am confident in my ability to create captivating and innovative games that will align with your company's vision

Personal Game Projects

BulkMe(Android, Hyper Casual, Unity)

<u>Multiplayer Football game</u>(Android, Unity, Poton Networking, Firebase)

<u>Valorant Clone</u> (Desktop, UE4,First person shooter)

Rolly Knight (Android, Unity,2D)

LEGO (Android, Unity)

WheelOnwards (Android, Unity, 2D)

<u>Ball Game</u> (Android, UE4)

Browser Games (Mobile games)

- 1. Flappy Bird
- 2. Mobile Shooting Test

Other Works

Interective Interior & Exterior of a Real World Environment (Architectural)

Key features implemented:

- Realistic Texturing and Lighting.
- Unreal Engine 5 Lumen.
- Complex Materials in Unreal Engine.

Collaborative Github Project

Mobile App: Cardiac Recorder

3D art and Design Portfolio

All my 3D works can be found here: https://www.artstation.com/ra_fi

My Contact

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in https://www.linkedin.com/in/akik-ashraf-rafi-32082a205/

Game Dev Skills

- Fast Prototyping.
- Unity3d and UE4 Physics.
- Procedual Animation.
- Photon Unity Network.
- Unity 3D and 2D.
- Game Physics.
- · Game Networking.

Other Skill

- Knowledge of scripting languages like, C++, C#, Python, Java.
- Firebase Database.
- Strong understanding of art fundamentals.
- Quick Learner, Adaptable.
- Excellent communication and interpersonal skills.
- Fluent in English.
- Software: Blender, Substance Painter, UE4&5, Unity, Visual Studio, Photoshop.
- Github, Itch.io.

Education Background

- Notredame College, Dhaka Science Completed in 2019
- Khulna University of Engineering & Technology, Khulna
 Computer Science & Engineering Estimated Completion year 2025