

# SHAMSUL ARIFIN

[in LinkedIn](#) | [+880-130-336-3934](#) | [Portfolio](#) | [arfinbd6@gmail.com](#) | [GitHub](#)

## Skills

- JavaScript | TypeScript | Python | C++ | C | React | Unreal Engine | Adobe Photoshop | Adobe Illustrator | Mixamo | Metahuman
- Quixel Bridge | Quixel Mixer | Git | Azure | Git LFS | OOP | Game Development
- Machine Learning | Web App | Frontend | Backend | English – *professional proficiency*

## Experience

- |  |   |  |
|--|---|--|
| <b>Technical Lead (Unreal Engine VR)</b>   | <b><u>Vinacts</u></b>                           | <b>05/2024 - Current</b>                   |
| <ul style="list-style-type: none"><li>• Managing and maintaining Unreal Engine-based tools and VR simulations, developing software, and guiding my team in solving technical issues.</li></ul>   |   |  |
| <b>Unreal Engine VR Game Developer</b>   |   | <b>08/2023 - 05/2024</b>                   |
| <ul style="list-style-type: none"><li>• Developing VR, MR based immersive virtual experience with Unreal Engine.</li></ul>   |   |  |
| <b>Indie Game Developer</b>  | <b><u>Domain of Anima</u></b>                   | <b>07/2023 - Current</b>                   |
| <ul style="list-style-type: none"><li>• Developing a souls like RPG in Unreal Engine 5.</li></ul>  |   |  |
|  | <b><u>Cross Engine</u></b>                      |  |
| <ul style="list-style-type: none"><li>• Developing my own barebone game engine named Cross Engine powered by C++.</li></ul>  |   |  |
| <b>Junior Software Engineer</b>  | <b><u>Renssoft Solutions Ltd</u></b>            | <b>Dhaka, Bangladesh 06/2022 - 06/2023</b> |
| <ul style="list-style-type: none"><li>• Designed and developed user-friendly UI using <b>ReactJS</b>, <b>Material UI</b>, <b>Blueprints</b>, <b>Tachyons</b>, <b>ChartJS</b> for company's multiple software.</li><li>• Designed company's public site <a href="#">DoctorKoi.com</a>.</li><li>• Developed new features and enhanced existing software features according to client needs using technologies <b>Typescript</b>, <b>GraphQL</b>, <b>ElasticSearch</b>.</li></ul>           |   |  |
| <b>Game Developer</b>  | <b><u>Opus Technology Ltd</u></b>               | <b>Dhaka, Bangladesh 11/2021 - 04/2022</b> |
| <ul style="list-style-type: none"><li>• Developed and designed gameplay mechanics according to client requirements.</li><li>• Provided efficient development solutions for the team and guided them through implementation.</li><li>• Game AI/NPC development using unreal <b>EQS</b>, <b>Behaviour Tree</b>, <b>Blackboard</b> tools.</li><li>• <b>Hungaz</b>: A multiplayer obstacle course battle royale game development (C++ / <b>Unreal Engine Blueprint Scripting</b>).</li></ul> |   |  |
| <b>Game Developer(Remote)</b>  | <b><u>Kaleido Soft</u></b>                      | <b>Croatia 01/2021 - 11/2021</b>           |
| <ul style="list-style-type: none"><li>• Develop game mechanics according to requirements.</li><li>• Test and implement game mechanics and logics.</li><li>• Design and implement UI/UX in <b>Unreal Engine</b> Games.</li></ul>  |   |  |
| <b>Junior Python Programmer</b>  | <b><u>Crystal Technology Bangladesh Ltd</u></b> | <b>Dhaka, Bangladesh 04/2020 - 11/2021</b> |
| <ul style="list-style-type: none"><li>• Designed &amp; developed <b>Odoo(OpenERP)</b> addons for the company's hospital automation software.</li><li>• Developed and implemented REST API in <b>Odoo</b>.</li><li>• Implemented <b>PACS</b> with HIS on hardware and software level.</li></ul>   |   |  |

## Education

- |   |  |                                      |
|---|--|--------------------------------------|
| <b>Bachelor of Science</b>  | <b><u>Manarat International University</u></b> | <b>Dhaka, Bangladesh 2016 - 2021</b> |
| <ul style="list-style-type: none"><li>• Major in Computer Science &amp; Engineering</li></ul> |  |                                      |

## Projects

- **GHATOK**: A team strategy base multiplayer first person shooter. Link to [YouTube](#) Gameplay. Can be downloaded from [Itch.io](#)
- **PROJECT ATOMS**: Project atoms is a 3d visualization of each elements' atomic model from the periodic table. Link to [YouTube](#) Demo
- **DRUNK RUNNER**: A side scrolling endless runner game. Link to [YouTube](#) Gameplay
- **TARDIGRADE**: A platformer game based on microorganism tardigrade. This project was a submission for **Epic Mega Jam (2019)** Link to [YouTube](#) Gameplay. Can be downloaded from [Itch.io](#)

# SHAMSUL ARIFIN

 [LinkedIn](#) |  +880-130-336-3934 |  [Portfolio](#) |  arifinbd6@gmail.com |  [GitHub](#)

- **THIRD PERSON PACMAN:** Remake of pacman game in unreal engine but in third person. Link to [YouTube](#) Gameplay
- **THESIS:** [AI development through visual scripting](#) in unreal engine