

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

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

Education

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

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](#)

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- **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