



Sheikh Sohel Moon

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ID: 6441137392 **Date of birth**: 07/12/1996 **Place of birth**: Dhaka, Bangladesh **Nationality**: Bangladeshi

ABOUT ME

I'm a Game and VR Developer specializing in creating immersive experiences that blend technology with storytelling. Skilled in Unreal Engine, C++, and VR, I design and optimize games, simulations, and prototypes that challenge creative and technical limits. My work includes a VR experience featured on Netflix's *The Future Of* and showcased at the Sundance Film Festival. I've also received recognition through grants like the Accelerate(HER) Fund. Passionate about AI, physics-based mechanics, multiplayer systems, and VR interactions, I'm always refining my approach. I mentor aspiring developers and have an upcoming book, *Game Development Concepts in C++*, being published by Springer in 2025, focusing on both fundamental and advanced game development principles. Always seeking innovation, I aim to redefine interactive experiences.

WORK EXPERIENCE

[01/04/2022 – Current]

Lead Game and VR Developer

Studioteka Design LLC

City: New York | **Country**: United States

- Designed and developed a playable VR prototype exploring a future shaped by climate change.
- Assigning tasks to the Game Dev Team
- Collaborating the completed tasks into one piece and finishing the unfinished tasks
- Collaborate with part-time 3D Design, Level, and Animation teams to continue the development process fluently

[01/12/2021 – 30/04/2022]

Sr. Game Developer

Appstick

City: Khulna | **Country**: Bangladesh

- Assigning tasks to the Game Dev Team which the client gave
- Collaborating the completed tasks into one piece and finishing the unfinished tasks
- Teaching the Game Dev team more about the Unreal Engine
- Collaborate with part-time 3D Design, Level, and Animation teams to continue the development process fluently

[08/2021 – 10/2021]

Game Developer

Opus Technology Limited

City: Dhaka | **Country**: Bangladesh

- Designing the development strategy to ensure the tangible end product
- Coding and Documentation for Projects in Unreal Engine using C++ and Blueprint
- Making different Mini Game Mechanics like Car Driving, Survival from Obstacle
- Collaborate with other teams (3D Design, Level, Animation) to ensure the life cycle of development remains perfect

[03/2020 – 06/2021]

Game Development Trainer

Onunad-Learning Platform

City: Dhaka | **Country:** Bangladesh

- Designing and Making Content for GD Trainees
- Teaching the working system of UE4
- Designing and Helping through the projects
- Filed reports, gathered information, and submitted a valuation

[02/2018 – 02/2020]

Founder & Head of Game Prototype Design

Studio ThunderBolt

City: Dhaka | **Country:** Bangladesh

- Used to design and build a playable prototype for our friends
- After gathering enough experience, we started to provide services like Game Design, Development, 3D Asset, Level, Art, etc

EDUCATION AND TRAINING

[01/01/2016 – 01/02/2022]

Bachelor of Science

Khulna University <https://ku.ac.bd/>

City: Khulna | **Country:** Bangladesh | **Final grade:** 2.75 out of 4 | **Level in EQF:** EQF level 6

[2012 – 2014]

Higher Secondary Certificate

Adamjee Cantonment College <https://www.acps.edu.bd/>

City: Dhaka | **Country:** Bangladesh | **Final grade:** 5 out of 5 | **Level in EQF:** EQF level 4

[2012]

Secondary School Certificate

Mirpur Bangla High School

City: Dhaka | **Country:** Bangladesh | **Final grade:** 5 out of 5 | **Level in EQF:** EQF level 2

PUBLICATIONS

[2025]

Game Development Concepts in C++

A comprehensive guide to game mechanics programming in C++, leveraging Unreal Engine to implement a wide variety of mechanics. The book covers everything from collision mechanics and AI pathfinding to networking and advanced physics, providing detailed mathematical and programmatic explanations.

It is designed for intermediate-level game developers looking to deepen their understanding of Unreal Engine and C++ while optimizing and enhancing their projects with industry-standard techniques.

LANGUAGE SKILLS

Mother tongue(s): Bengali

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

Game Development & VR

UNREAL ENGINE | VR Development | Oculus SDK | Unity

Programming

Python | C++ | C | C#

Web Development

WordPress | HTML | CSS | JavaScript | MySQL

Project Management & Collaboration

Monday.com | Miro | Git & Githubs

App Development

Android (Android Studio)

HONOURS AND AWARDS

- [2023] **Winner – Starts Collective Imagination Award** Awarding institution: Sundance Film Festival 2023
- Awarded \$25K for the project "2100: A Dystopian Utopia", which explores a futuristic city affected by climate change.
 - Worked as Lead Game & VR Developer, leading the technical development and design.
- [2022] **Featured in Netflix's "The Future Of" (Episode 09)** Awarding institution: Netflix
- The project "2100: A Dystopian Utopia" was showcased in Netflix's documentary series exploring futuristic innovations.
 - My role as Lead Game & VR Developer involved designing interactive elements and optimizing the VR experience.
- [2022] **Winner – The Accelerate(HER) Fund 2022** Awarding institution: Tiger Global Impact Ventures
- Project "2100: A Dystopian Utopia" won \$50K in funding for innovation in climate storytelling through VR.
 - Led the game design and development, ensuring an immersive and interactive experience.
- [2020] **Winner – Hult Prize OnCampus Program** Awarding institution: Hult Prize, Khulna University
- Represented Khulna University at the regional Hult Prize Summit. Chosen to attend the Impact Break Event at the Dead Sea, an exclusive gathering for top startup teams (event postponed due to COVID-19).
- [2020] **Champion – Student to Startup Chapter 1** Awarding institution: National Startup Competition of Bangladesh
- Won the nationwide startup competition, securing recognition for innovation and entrepreneurship in the tech industry.
- [2019] **2nd Runner-Up – Project Show** Awarding institution: Khulna University CSE FEST
- Developed a Multiplayer Third Person Shooting Game using Unreal Engine the Steam Online System, competing against top university projects.

CREATIVE WORKS

AI-Generated Music

Exploring the intersection of AI and music, I created and produced AI-generated songs, which were published on major streaming platforms, including Spotify and Apple Music. These tracks utilize AI-driven composition techniques to craft unique melodies and lyrics, pushing the boundaries of traditional music production.

Links: <https://open.spotify.com/artist/7kmzD7XP61TEcWVd3SliNn> | <https://music.apple.com/us/artist/sheikh-sohel-moon/1775095984>