Shakil Islam

Game Programmer

- Stockholm, Sweden
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- Portfolio

About Me

Just a game programmer. With focus on following the programming pattern, writing efficient, clean code and tackling programming challenges. Driven by the endless learning opportunities within the industry.

Profiles

LinkedIn

Wait2Late

Skills

Programming experience

C++, C#, Lua, Unreal Engine, Unity

Software

Jira, Github, Perforce, Miro, Trello

Languages

Native	Fluent
Swedish	English

References

References are provided upon request

Interests

Gaming

Factorio, Satisfactory, Monster Hunter

Work Experiences

Cortopia AB — Sep 2024 - Jan 2025

Unity | C#

- Collaborated within a Scrum and Agile environment as part of a 10-person multidisciplinary team.
- Designed and implemented engaging gameplay and interactive features for a VR project.
- Gained hands-on experience in virtual reality development, with a strong focus on user experience and immersive audio design.

Internship — Jun 2024 - Jul 2024

Unreal Engine 5 | C++ & Blueprint

AI development contributions

Lead AI Programmer

- Spearheaded the transition from Blueprint to C++ to enhance performance and maintainability.
- Collaborated with designers to deliver consistent, feedback-driven AI behavior.
- Refactored AI systems into modular components to streamline future development.

Game Projects

Epilogue - Unreal Engine 5 | C++ & Blueprint ⊕ — 4 weeks

System Programmer | AI consulter

A first-person roguelike shooter

The Legend of Tronco - Unreal Engine 5 | C++ & Blueprint ⊕ — 7 weeks

System Programmer | UI Programmer

A top-down roguelite action game

Jimbo & Dimpo's Space Adventure - Unity | C# ⊕ — 4 weeks

System Programmer | Time-based events planner

A first-person shooter co-op adventure

Wooter Scooter - Unity | C# ⊕ — 1 week

General Programmer

An endless runner game for children

Education

Future Games — August 2022 - January 2025

Programming Games — Game Programming

Higher Vocational Education