

Md. Talath Un Nabi Anik

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Dinajpur, Bangladesh



EXPERIENCE

- **Riot Games**

Lead Level Designer - Berlin, Germany
Team development to planning, creative, stakeholder management. Collaborations with studios.
August 2028 onwards

- **Ubisoft**

Game Designer – Fusionopolis, Singapore
Created and implemented design elements into the game while working in a collaborative multidisciplinary environment.
February 2027 to August 2028

- **Epic Games**

Level Design Intern – Aia Tower, Singapore
Construct level prototypes and final-in game levels through game building tools and Blender.
February 2025 to August 2027

EDUCATION

- **Ph.D. Computer Science**

National University of Singapore
2025

- **B.S. Computer Engineering, CGPA: 3.4/4**

Bangladesh Army University of Science Technology
2020

- **Science, CGPA: 4.17/5**

Dinajpur Govt. City College, Dinajpur,
2019

- **Science, CGPA: 5/5**

Dinajpur Zilla School, Dinajpur
2017

SKILLS

- **Technologies**

C, C++, Java Python, Unity, Unreal Engine, Blender, GitHub, Android Studio

- **Patterns & Practices**

Object Oriented Programming, Functional Programming

- **Project Management**

Agile, Trello, Scrum, Google Bug Tracker, Google Workspace, Firebase

PROJECTS

- **Unreal Engine** [unrealengine.com]

Developed an AAA first person shooter game.
C++, Unreal Engine, Blender

- **Unity** [https://unity.com/]

Developed a platformer game similar to Chrome Dino Game.
C, Unity, Blender

- **Android Studio** [google.com/]

Developed an open source chat application aimed for secured messaging.
xml, Java, Android Studio

OTHER HIGHLIGHTS

- Attended in *The Future of Mobile App Industry* at Huawei Training Webinar.

- Led several teams across infrastructure, founded *Dusk Studios* and was involved in hiring process.

HOBBIES & INTERESTS



Level
Design



Problem
Solving



Gaming



Open
Source