Fahim Sadik

CSE Engineer, Software Developer, Game Developer

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Objective

Computer Science graduate with hands-on experience in software development, game development, and computer networking through academic projects and self-driven initiatives. Passionate about building practical, real-world solutions and continuously expanding technical expertise. Seeking a software development internship or entry-level role to contribute to a forward-thinking team and grow within the tech industry.

Education

B.Sc. in Computer Science and Engineering *University of Liberal Arts Bangladesh (ULAB)* **Dhaka** *2021–Present*
CGPA: 3.44 (Till Spring 2025)

H.S.C. (Science) *Birshrestha Noor Mohammad Public College* **Pilkahana, Dhaka** *2020*
G.P.A: 5.00

S.S.C. (Science) *Birshrestha Noor Mohammad Public College* **Pilkahana, Dhaka** *2018*
G.P.A: 5.00

Personal Projects

2D Game - Flappy Bird Clone   **Itch.io**   *GitHub*
- Flappy Bird Clone is a Flappy Bird replica developed to practice core game development concepts. Built using Unity, the project focuses on 2D physics, collision handling, UI design, and cross-platform game logic. It served as a hands-on learning experience in engine workflows and scripting.

Medieval Castle Environment – Unreal Engine   *YouTube*
- Designed and developed a 3D medieval environment in Unreal Engine featuring castles, wildlife AI, and a realistic landscape with advanced lighting and foliage systems.

IoT & Embedded Systems Projects
- **Basic IoT Projects** – Built beginner-level IoT systems (smart switches, simple automation) to understand microcontrollers and cloud connectivity.   *GitHub*
- **Advanced IoT Projects** – Designed complex IoT solutions using ESP8266/ESP32 with sensors, wireless communication, and real-time monitoring dashboards.   *GitHub*
- **Arduino Projects** – Designed and implemented Arduino projects including digital clocks, universal remotes, and embedded prototypes.   *GitHub*

University-Oriented Projects

Gaming Addiction Statistical Analysis   *GitHub*
- A data analysis project using Python's scientific stack to perform a comprehensive statistical study on how gaming addiction impacts university students' health and academic performance.

Gaming Addiction Predictor   *GitHub*
- A machine learning application developed in Python that uses Support Vector Classification (SVC) to predict a person's risk of gaming addiction and its correlation with mental/physical health.

Console-Based-Shopping-App-Using-C and C++
- A simple command-line shopping program built in C. It features a menu-driven interface for browsing products, managing item quantities, and generating a final receipt with discount and tax calculations.   *GitHub*
- A more advanced C++ console application for a multi-user shop. It features separate roles for customers, sellers, and admins, and uses file I/O for persistent storage of products, users, and sales data.   *GitHub*

Job Experience

3D Graphics Designeer *Intvill Limited* *2018 to 2020*
- Worked as the Lead 3D Designer at Intvill, responsible for creating high-quality 3D models optimized for 3D printing. Collaborated closely with clients to understand their requirements, provide design solutions, and ensure satisfaction from concept to final output. Managed end-to-end design workflows and maintained effective communication throughout project cycles.

Volunteer Experience

Organizing Secretary *ULAB Computer Programming Club (UCPC)* *October, 2022-May, 2023*
- Actively contributed to UCPC (ULAB Computer Programming Club) by managing events such as Dawat-E-Iftar and the Take Off Programming Contest, organizing Spring 2022 CSE freshers' orientation, and supporting various tasks assigned by the President and the University Department.

Technical Skills

- **Languages:** C, C++, C#, Java, HTML+CSS

- **Web Dev Tools** VScode, Git, Github

- **Software:** IntelliJ IDEA, Cisco, Unreal Engine, Unity, Proteus

- **Tools:** Adobe PhotoShop, Audition, Canva, Figma

- **Soft Skills:** Presentation, Communication, Planning, Organization, Creative Problem-Solving, Teamwork, Active Listening, Adaptability, Analytical Thinking

Field Of Interest

- **Software Development:** Basic foundation in Object-Oriented Programming (OOP) with hands-on experience in Java and JavaScript throughout the courses of university. Interested in building scalable, maintainable, and efficient software solutions, contributing to both frontend and backend development projects.

- **Game Development:** Skilled in 2D game design and development, with a strong interest in transitioning to 3D game development. Focused on learning advanced 3D game mechanics, immersive environments, and interactive experiences.

- **IT & Networking** Gained practical experience through course-driven projects and software tools. Knowledgeable in network protocols, system architecture, and IT infrastructure, with a focus on applying theoretical concepts to real-world scenarios.

Awards & Certifications

- **1 Runner's Up at Poster Presentation:** Was awarded 2nd Place in the poster presentation for our final capstone project. The presentation took place at the CSE Fest 2025 at ULAB, an event hosted by the Computer Science and Engineering Department of ULAB.

References

- **Prof. Muhammad Golam Kibria, PhD, SMIEEE:** Professor & Department Head, Department of Computer Science and Engineering (CSE), University Of Liberal Arts Bangladesh (ULAB).
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- **Md Kaviul Hossain:** Lecturer, Department of Computer Science and Engineering (CSE), University Of Liberal Arts Bangladesh (ULAB).
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