A Akil Ahamed

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EDUCATION

National University of Singapore   **Aug 2019 - May 2023**
Bachelor of Engineering (Computer Engineering) (Hons) - Interactive Digital Media
- Computer Graphics, Graphics Rendering Techniques, Game Development, Game Design

WORK AND INTERNSHIP EXPERIENCES

RadX Group, Unreal Engine/Unity Developer   **Jan 2022 - June 2022**
- Contributed to the development of MigX, a metaverse platform conceptualised by RadX
- Built a simple metaverse platform using Unreal Engine and Unity to showcase RadX metaverse capabilities to potential clients and investors
- Developed an AR application to demonstrate the functionalities of Jorjin J-Reality J7EF Plus smart glasses to potential clients

PROJECT EXPERIENCES

Playtime Punchout!, Lead Gameplay Programmer/Designer (team of 5)   **Jan 2023 - Apr 2023**
Fast-paced, action multiplayer boxing game. Using Unreal Engine 4
- Implemented character selection
- Designed and implemented all player gameplay mechanics
- Implemented player physics
- Scripted gameplay sequences

Others: Won the best project award during NUS 22nd School of Computing Term Project Showcase

Wild Wary West, Lead Gameplay Programmer (team of 6)   **Aug 2022 - Nov 2022**
Asymmetric online multiplayer game of teamwork and betrayal. Using Unreal Engine 4
- Designed and implemented all player gameplay mechanics
- Programmed multiplayer replication for gameplay mechanic

Others: Showcased at the NUS Open House 2023

The Force Is with Us, Gameplay Programmer/Designer (team of 5)   **Aug 2022 - Oct 2022**
AR/VR multiplayer laser tag game. Using Unity
- Designed visualiser software architecture
- Programmed modules to stream data wirelessly to the phones using MQTT protocol
- Designed and implemented GUI and AR/VR effects for gameplay

The Legend of Thor, Lead Gameplay Programmer/Designer (team of 4)   **Sep 2021 - Nov 2021**
Single player 2D action platformer game. Using Game Maker Studio 2
- Designed and implemented all player gameplay mechanics
- Designed and implemented enemies and bosses gameplay mechanics
- Scripted gameplay sequences such as interactive cutscenes and dialogues

Technical Skills

- **Languages:** C/C++, C#, Java, Python
- **Software:** Unreal Engine, Unity, Game Maker, Visual Studio
- **Others:** Blender, Maya, Figma, Microsoft Office

ADDITIONAL INFORMATION

- **Favourite Games:** Assassin's Creed series, Witcher 3, Red Dead Redemption 2