


# A Akil Ahamed

Game Designer | Computer Engineering Graduate

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## ◦ Profiles ◦

 [iamakilahamed](#)  
Linkedin

## ◦ Education ◦

**National University of Singapore**  
Bachelor of Engineering (Computer Engineering) (Hons)  
Interactive Digital Media  
August 2019 - May 2023

## ◦ Hard Skills ◦

Game Design Principles

Game Mechanics

Prototyping

UX/UI Design

Unreal Engine, Unity

C++, C#

## ◦ Soft Skills ◦

Communication Skills

Teamwork

Problem-solving

Passion for Games

## ◦ Certifications ◦

**Unity Certified Associate**  
Unity Technologies

## ◦ Awards ◦

**Best Project Award**  
National University of Singapore  
Led design for 'Playtime Punchout!', which won 'Best Project Award' at the NUS 22nd STePs showcase

## Summary

Freshly graduated with a B.E. in Computer Engineering with a focus on Interactive Digital Media, I aim to leverage my technical knowledge and deep understanding of game design principles from my experience at Ubisoft to create sophisticated game mechanics. I am prepared to take on challenges and grow within a dynamic team to create memorable gaming experiences.

## Experience

### Ubisoft

Game Design Intern  
Singapore

**November 2023 - May 2024**

- Worked on naval features for an upcoming Assassin's Creed game
  - Designed and iterated on **3C's** and **tutorials** for naval gameplay
  - Prototyped **demos** of naval features and test areas
  - Defined and redefined **workflows** and best practices, improving the efficiency of Level Designers
  - Created **documentation** on systems
  - Managed and collaborated with developers from other co-development studios in different timezones to integrate naval features into the world

### Alter-Learning Educational Platform Inc.

Game Developer  
Singapore (Remote)

**July 2023 - December 2023**

- Worked on VR Human/Animal Anatomy game using **Unity**
  - Programmed VR-compatible player controller and interactable items (**C#**)

### RadX Group

Unity / Unreal Engine Developer Intern  
Singapore

**January 2022 - June 2022**

- Developed metaverse platforms, Kalphaverse using **Unreal Engine 4** and MigX using **Unity**
  - Implemented character controller and interactable items
  - Integrated multiplayer replication using a client-server model for Kalphaverse (**C++**) and Photon for MigX (**C#**)
  - Programmed a multiplayer lobby for hosting/joining game sessions

## ◦ Interests ◦

### Playing Games

Assassin's Creed, Witcher 3, Red Dead Redemption 2, Last of Us, Spiderman

### Sports

Soccer, Table Tennis

### Creating Immersive Games

Dedicated to designing gameplay features that immerses and entertains players

## Projects

### ● Playtime Punchout!

Fast-paced, action multiplayer boxing game. Using Unreal Engine 4

- Programmed character controller (C++) and player HUD
- Designed and developed a combat system with omnidirectional leaning and unique abilities for each playable character
- Implemented character selection UI that supports split-screen local multiplayer
- Scripted interactive cutscenes

### ● Wild Wary West

Assymetric online multiplayer game of teamwork and betrayal. Using Unreal Engine 4

- Programmed character controller (C++), interactable items and player HUD
- Designed and developed gun combat and player abilities
- Integrated multiplayer replication for gameplay mechanics using Steam Online Subsystem

### ● The Legend of Thor

Single player 2D action platformer. Using Game Maker Studio 2

- Programmed character controller, interactable items/NPCs and player HUD
- Designed and integrated ground/air/ranged combat
- Implemented 4 enemy AI types and 5 AI bosses using Finite State Machines
- Scripted interactive cutscenes and dialogues