Hridoy Rahman

13-60 Canterbury Drive, St. Catharines – ON L2P 3M8 · +1(437) 993-7350

hr21it@brocku.ca · https://linkedin.com/in/hridoy-rahman · https://github.com/iaminhri

Summary Of Qualifications

1. Strong research ability and fast adaptation acquired from course completions and self-exploration, resulting in game creation
2. Logical and critical thinking of programming and real-life problems proven by developing games, and management of a self-startup
3. Exceptional teamwork mindset gained from 3 years of game development experience

Education

Honours Bachelor of Science - Computer Science, Co-op Option   September 2021 - Present
Brock University, St. Catharines, Ontario

Technical Skills

- Advanced with Programming in Java
- Intermediate experience with C, **C++**, **Python**, PHP, MIPS Assembly, and JavaScript
- Good grasp of Markup Languages, HTML, CSS
- Fundamental understanding of Database MySQL, SQLECTRON**, and **AWS RDS**
- Intermediate understanding of Windows and **Linux OS** (Arch, Kali Linux), VMWare
- Basic knowledge of Spring Framework, React, and Computer Networking
- Well-versed with Git, Source-Tree, Visual Studio Code, IntelliJ, Azure DevOps, MS Office

Work Experience

Game Developer and 3D Model Artist,   June 2021- March 2022
Kaleidosoft, Remote

- Co-developed two different game projects, such as Story based on PC and VR games with Unreal Engine, to accomplish assigned tasks
- Designed 30+ optimized and high-quality 3D assets with Blender. Baked 100+ textures files for assets with Quixel Mixer, and Substance Painter and imported them to the unreal engine to use them for game production
- Developed four different types of A.I. gameplay, such as Idle patrolling, attacking on seen, seeking anomalies based on sounds, and investigation on throwing objects mechanics with unreal engine blueprint programming to contribute to project completion
- Managed weekly tasks and project details using Azure DevOps and submitted project files using Git, bit-bucket, and source-tree resulting in assignments completed according to scheduled deadlines

Game Developer,   January 2018 – February 2020
Ginduce, Dhaka, Bangladesh

- **Launched** a startup to make 3D games with four colleagues using Unreal Engine and UE4 Blueprint Programming to create one online multiplayer shooting game and one small-scale AI shooting game
- Troubleshoot a variety of technical problems, such as gameplay and new pipeline creation for game development, and solved via using google, reaching out to other developers to solve the issue at hand
- **Coordinated task management** using Discord, Trello, and face-to-face communication to build games

Club Experience

General Secretary,   March 2015 – November 2016
Jontrojog Programming Club, Dhaka Bangladesh
- Volunteered for non-profit organizations to help organize educational campaigns via direct communication and club activities
- Promoted learning of programming and IT at an early age, using Facebook and posters, which resulted in total participation of 300+ school students
- Managed club and worked on website creation using HTML, CSS, Bootstrap, Laravel, and PHP to provide information on club activities, login system to show user-generated data
- Mentored 60+ young students in basic computer programming using C and IT to teach and inspire students to learn to program
- Communicated with club members via SNS services and in-person meetings to arrange and maintain club activities

Certifications

Master Spring Framework, Spring Boot, REST, JPA, Hibernate   July 2022
Udemy, Online
- Created A Test application using Spring Framework to obtain knowledge in Spring Framework, Length: 35 hours

Professional Training

CISCO Certified Network Associate - CCNA, Completion-Certificate   February 2017
IBCS – PRIMAX Software (Bangladesh) Ltd, Dhaka, Bangladesh
- Professional Training in Computer Network Engineering from IBCS – PRIMAX Software (Bangladesh) Ltd, Course-Time: 3 Months

Activities

Epic Games Mega Jam,   November 2019
Online
- Participant amongst 100/200+ teams in online Game Jam.
- Created a small A.I. shooting-based game within 48 hours of time frame using the unreal engine to compete in this tournament

Power And Energy Hackathon,   April 2017
Ministry of Power, Energy and Mineral Resources, Dhaka, Bangladesh
- Participant in this hackathon, competed along with 50 other teams and created a prototype design to solve a preselected Smart Grid System problem

National High School Programming Contest,   May 2015
ICT Division, Dhaka, Bangladesh
- Winner of regional high school programming contest using C programming amongst 200 people, Category – Senior