# Imran Islam

LinkedIn • Website • Github • imran.colorado@gmail.com • + 1 (720) 325-0427

## EXPERIENCE

### Contract Game Development | January 2024 - Present

**Contract Developer:** Currently contracted and developing a mobile multiplayer game for a client.

- Designed and developed a custom backend solution including networking for the multiplayer aspect of the game, keeping in mind client prioritization of costs.
- Converted client requirements into the design and implementation of the gameplay logic, UI design, and systems architecture.
- Utilized standard project planning documents including architecture and state diagrams to create extensibility for the client.
- Advised the non-technical client in high level project design concepts and project planning.

### Relic Harbor (Personal Project) | June 2022 - September 2023

**Developer:** Developed a full stack mobile game utilizing the Godot Game Engine and a cloud backend. Game was published on iOS and Android within 1 year of development.s

- Game design: designed optimized data structures, created efficient algorithms, and encrypted all data.
- Designed front end including graphic design, UI, and UX elements.
- Reduced hosting costs by 80% through design of optimized data structures and efficient algorithms.
- Ensured security needs were met. Encrypted all user data. Created database access rules and ensured proper data management techniques were utilized when handling customer data.
- Utilized version control on Github to maintain stable releases, saving 5 months of manual revision on issue branches.

### The Feels Foundation |August 2022 - June 2023

**Software Developer Intern:** Designed and developed a mobile e-commerce application in collaboration with other software developer interns.

- Migrated client's existing back-end to Google Firestore to increase scalability and efficiency. Synchronized new mobile application with existing web experience.
- Led conversations with the client to determine prioritization and persuaded the client to make back end a priority, removing blockers.
- Led creation of technical software documentation through establishing client requirements and designing architecture diagrams, scope documents, product roadmaps to save clients 3 months on documentation.
- Utilized scrum framework to facilitate team communication and an efficient work environment.

## EDUCATION

### SEATTLE UNIVERSITY | 2019 - 2023

***Bachelors: Computer Science,*** *Graduated Magna Cum Laude*

## SKILLS

- **Mobile Development:** Python, Javascript, Typescript
- **Web Development:** Html5, Css3, Javascript
- **Database Design and Management:** SQL
- **Other languages:** C++, C#, Rust
- **Other Tools:** Xcode, Android Studios, Firebase, AWS, Rust, Godot, Bevy, React Native, React, Flutter, Figma, Git, Tailwind CSS,
- **General Skills**: Ui/Ux Design, Testing, Api use. Security, Responsive Design, Architecture, Web Applications.