FAHIM KAMAL AHMED

Game Developer

Game Developer with 3+ years of experience, including 2 years in a professional studio. Proficient in Unreal Engine and Unity, specializing in gameplay mechanics, optimization, and game physics.

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EXPERIENCE

Nova Labs, Dhaka, BD — *Game Mechanic Engineer*

November 2024 - February 2025

- Served as a lead developer, overseeing game mechanics implementation and feature
- development.
- Assigned tasks to 3D designers, 2D artists,and developers for efficient workflow.
- Created Game Design Documents (GDD) to guide development.
- Monitored team progress, ensuring deadlines were met and resolving issues.
- Built and managed Play Store releases, handling publishing and updates.

Nova Labs, Dhaka, BD — *Game Engine Engineer*

October 2023 - October 2024

- Developed game features independently and met project deadlines.
- Wrote detailed documentation for future developer reference.
- Contributed to game ideation, mechanics, and story discussions.
- Helped transform ideas into fully developed games.
- Delivered production-ready builds and submitted them for release.

Nova Labs, Dhaka, BD — *Jr. Game Engine Engineer*

October 2022 - October 2023

- Developed game features independently and met project deadlines.
- Wrote detailed documentation for future developer reference.
- Contributed to game ideation, mechanics, and story discussions.
- Helped transform ideas into fully developed games.
- Delivered production-ready builds and submitted them for release

EDUCATION

Masters in Software Engineering

Universiti Teknologi Malaysia, Kuala Lumpur Malaysia

September 2025 - Present

B. Sc. in Computer Science & Engineering

Pundra University of Science & Technology, Bogura Bangladesh

2018 - 2022

CGPA: 3.67 / 4.0

3D Infinite Runner Game "Run & Gun" Using Unity

Final Year Thesis

July, 2021 - May, 2022

CGPA: 4.0 / 4.0

FIND ME ONLINE

LinkedIn:
www.linkedin.com/in/fk-ahmed

GitHub:
https://github.com/FahimKamal

Personal Portfolio:
fahimkamal.miit.uk

PROFESSIONAL PROJECTS

Falltastic
- Led the project as Lead Developer, overseeing game design and mechanics.

Boat Blitz
- Implemented features: Infinite water and island system, day-night cycle.

Temple of Masks
- Designed and developed 70 levels (levels 31–100) under senior supervision.

SKILLS

TECHNICAL SKILLS

Unreal Engine, Blueprint, C++, Unity, C#, Blender

INTERPERSONAL SKILLS

Teamwork, Communication, Problem-Solving, Adaptability, Creativity

LANGUAGES

Bengali : Native

English : Proficient