M M Nabil

ABOUT ME

I am an Unreal Engine Developer. I am a very optimistic and hardworking individual. I am also an enthusiastic learner. I am a quick learner and exceptionally great when it comes to analytical and logical problems which gives me leverage in learning new things.

PORTFOLIO

- https://nabil16497.github.io/myportfolio/
- https://drive.google.com/drive/u/0/folders/1zkloX4fy7_hLbIhPy4ZN-Nt85wSE1k14

CONTACTS/ LINKS

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Rupnagar, Dhaka- 1216

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Git-Hub: //nabil16497

SKILLS

TECHNICAL SKILLS:

- Blueprint • C • C++ • C-Sharp • Java
- Python • Assembly Language
- HTML5 • PHP • CSS

DATABASE TOOLS:

- Oracle • MySQL • MS SQL
- phpMyAdmin

TOOLS/ IDES:

- Unreal Engine • Cinema 4D
- Code Blocks • GLUT • Visual Studio
- NetBeans • emu8086 • Anaconda
- Jupyter Notebook • VS Code • GitHub

GENERAL TOOLS:

- Microsoft Office (Word, Excel, PowerPoint, Project, Visio)
- Adobe (Photoshop, Illustrator, Premiere Pro, Audition)

LANGUAGE:

Proficiency in reading, writing speaking and listening to English and Bengali.

EDUCATION

- **AMERICAN INTERNATIONAL UNIVERSITY- BANGLADESH**
Bachelor of Science in Computer Science Engineering (2018-2021)
CGPA- 3.9 out of 4

- **B C I C COLLEGE**
HSC (2017)
GPA- 4.25 out of 5

- **MONIPUR HIGH SCHOOL AND COLLEGE**
SSC (2015)
GPA- 4.89 out of 5

EXPERIENCES AND TRAININGS

- **Unreal Engine Developer at Spinoff Studio**
December 2023 – Present (Contract)
Duties:
  - Planning and implement game mechanics according to the game design.
  - Implementing necessary AI/ Bot/ NPC.
  - Merging team member's works.
  - Network programming/ managing functions for multiplayer/ co-op.
  - Studying and modifying Assets/ Plugins.
  - Managing project settings.
  - Implementing UI/UX for the game.
  - Retargeting characters and character animations.
  - Handling build error and bug fixing.
  - Analyzing optimization issues.
  - Documenting workflows and tasks.

- **Training For Mobile Game Development (Cross Platform)**
September 2021 – December 2021 (Training)
Topics:
  - Concept Art
  - 3D modeling/ animation/ rigging
  - Game Development (Unreal Engine)

EXTRACURRICULAR ACTIVITIES

• Scout (Former Member of DHAKA DISTRICT SEA ROVER)
• Member at AIUB Computer Club

HOBBIES:

• Playing Flute • Sketching • Digital Illustration • Video Editing

ACHIEVEMENTS & CERTIFICATIONS

ACHIEVEMENTS:

• **DEAN'S LIST HONOR**
(Faculty of Science and Technology-American International University-Bangladesh) |
Fall 2018-2019

• **2nd RUNNER UP OF LOGO DESIGN COMPETITION**
(AIUB CS Fest) | 2018

CERTIFICATIONS:

• **TRAINING FOR MOBILE GAME DEVELOPMENT (CROSS PLATFORM)**
(Mars Solution | organized by Bangladesh ICT Division) | 2021

PROJECTS

• **On Going Project | Hybrid Perspective RPG Multiplayer Game**
Non-disclosure agreement.
Unreal Engine

• **FUBG | Hybrid Perspective Multiplayer Shooting Game**
Unreal Engine
→ https://store.steampowered.com/app/2262200/FUBG/

• **Free Runner | Game (During Early Training)**
It is an endless runner game (In development). Players will have to avoid dying while collecting coins on an endless running path along with different game features.
Unreal Engine
→ https://drive.google.com/file/d/1tJSp7EFNJEQrMmwBs6JKKx0HgJiu9KYH/view

• **Systems For Unreal Engine Development | Short Projects**
This includes different systems like inventory system, quest management system, AI system including melee and range (Shotter AIs of different behaviors), Compass, Birds-eye-view and etc.
Unreal Engine
→ https://drive.google.com/drive/folders/1Q19cQhrt5SV20EMIQjX3YD5_Qxsuikit

• **Artwork & 3D Modeling**
These are my concept arts and 3D modes done during and after the training.
Photoshop, Cinema 4D
→ https://drive.google.com/drive/folders/1zkloX4fy7_hLbIhPy4ZN-Nt85wSE1k14

• **Academic Projects**
These were done during my academic period. There are projects based on different course such as Object-Oriented Programming (Java and C#), Artificial Indigence, Operating System, Web Technologies etc. These projects show cases my journey towards programming.
→ https://github.com/nabil16497