

# 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](https://drive.google.com/drive/u/0/folders/1zkloX4fy7_hLbIhPy4ZN-Nt85wSE1k14)

## CONTACTS/ LINKS

E-mail: [nabil16497@gmail.com](mailto:nabil16497@gmail.com)

Mobile: +880 1629-528448

Address: Rupnagar R/A,  
Rupnagar, Dhaka- 1216

Facebook://nabil164

LinkedIn://nabil16497

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 TRAINING

### • Unreal Engine Developer (VR) at Vinacts (Bangladesh)

June 2024 – Present

#### Duties:

Most of the works are done on existing simulation plugin.

- Understanding client requirement.
- Develop VR Simulation/ Scenario according to client requirement.
- Create necessary blueprints/ re-write blueprints.
- Debug Simulation/ Scenario.

### • Unreal Engine Developer at Spinoff Studio

December 2023 – May 2024 (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.
- Studying technologies to implement, i.e., Live Link Face, Live Link VCam, Character Creator 4 to 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

- **2<sup>nd</sup> 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

- **Training For Mobile Game Development (Cross Platform)**

September 2021 – December 2021 (Training)

Topics:

- Concept Art
- 3D modeling/ Animation/ Rigging
- Game Development (Unreal Engine)

## PROJECTS

- **MUKTIJUDDHO 1971 | Hybrid Perspective RPG & Multiplayer Game**

Telling the story of Muktiyuddho (Bangladesh Liberation War) with a story mode game play. and a competitive multiplayer segment for intense battles.

Unreal Engine

→ [https://store.steampowered.com/app/3062630/Muktijuddho\\_1971/](https://store.steampowered.com/app/3062630/Muktijuddho_1971/)

- **FUBG | Hybrid Perspective Multiplayer Shooting Game**

Fast-paced team-based multiplayer shooting game inspired by classic FPS game play.

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 (Shooter AIs of different behaviors), Compass, Birds-eye-view and etc.

Unreal Engine

→ [https://drive.google.com/drive/folders/1Q19cQhrt5SV20EMIQjX3YD5\\_Qxsuikit](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](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 Intelligence, Operating System, Web Technologies etc. These projects show cases my journey towards programming.

→ <https://github.com/nabil16497>