

# 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

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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 TRAINING

### • Game Developer at Future Studios Bangladesh

December 2024 – Present

#### Duties:

- Create the Base development structure.
- Maintain/ Manage the development cycle.
- Maintain the versioning system (SVN).
- Communicate with the Art team for efficient and optimized assets.
- Create necessary blueprints/ functions (All Multiplayer Supported).
- Handling build error and bug fixing.
- Analyzing optimization issues.
- Documenting workflows and tasks.
- Implementing UI/UX for the game.

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

June 2024 – November 2024

#### 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.

## 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

### • 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.

## 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 Indigence, Operating System, Web Technologies etc. These projects show cases my journey towards programming.

→ <https://github.com/nabil16497>