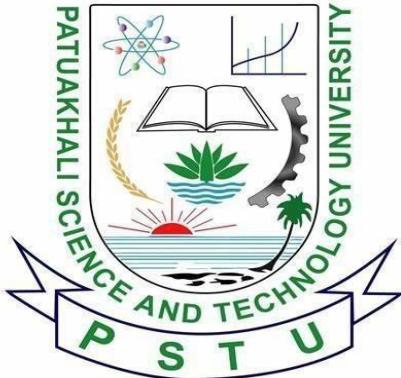


PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY



Course Code: CIT-314

SUBMITTED TO:

Dr. Md Samsuzzaman Sobuj

**Department of Computer And Communication Engineering
Faculty of Computer Science And Engineering**

SUBMITTED BY:

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Faculty of Computer Science and Engineering

Date of submission: 9-9-2025

1. What job titles did you search for?

- Game Developer / Unity Developer
 - Gameplay Programmer
 - Mobile Game Developer (Android/iOS)
 - Game Designer
 - Technical Artist
 - AI Programmer
 - Game Tester / QA Tester
-

2. What skills or certifications were required?

- Proficiency in C# (for Unity) or C++ (for Unreal Engine)
 - Experience with game engines like Unity or Unreal Engine
 - Knowledge of 2D/3D graphics, physics, and animation systems
 - Problem-solving and debugging skills
 - Understanding of version control (Git)
 - Certifications in Unity (e.g., Unity Certified Programmer) or Unreal Engine
 - Optional: Courses in computer science, game design, or mathematics
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3. Did you find any jobs that you previously did not know existed? If so, what were they?

- Narrative Designer (focused on story and dialogues)
 - Sound Designer (specializes in game audio, effects, and music)
 - Game Producer (manages schedules, teams, and production)
 - Monetization Designer (designs in-app purchases and ad strategies)
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4. Did you find any jobs that you are interested in? If so, which ones and what skills or certifications do they require?

Yes

- **Unity Game Developer** – requires strong C# skills, Unity engine knowledge, and experience building Android/iOS games.
- **Gameplay Programmer** – requires C++/C#, strong math skills, and knowledge of game mechanics.
- **Technical Artist** – requires knowledge of shaders, 3D tools (Maya/Blender), and optimization skills.