

Quazi Torikul Alam

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Game Programmer / Backend Developer

ABOUT ME

Experienced Game Programmer with expertise in Unity 3D, API integration, and backend development. I enjoy writing efficient, well-organized code and am always eager to take on new challenges.

EXPERIENCE

FREELANCE

GAME PROGRAMMER

DECEMBER 2021 - PRESENT

- Hardworking freelancer with over 15 successfully completed projects and consistently positive client feedback.
- Experienced in working both independently and collaboratively as part of a team.

GAMESOC STUDIOS – CYPRUS.

UNITY GAME DEVELOPER (REMOTE)

JUNE 2023 – MARCH 2024

- Developed custom solutions to enable additional vendor support, facilitating the distribution of earned virtual currency to thousands of users from games.
- Contributed to increased user engagement and growth for multiple games.

EDUCATION

BSC / MULTIMEDIA UNIVERSITY, MALAYSIA.

2016-2021

Bachelor of Computer Science Specialized in Game Development.

HSC / DIGHAPATIA M.K COLLEGE, NATORE, BANGLADESH.

2009-2011

Higher School Certificate program.

SKILLS

- Unity 3D
- Photon Networking
- Smart Contract Integration
- Unreal Engine
- Playfab
- NodeJs Application
- C#
- API Integration
- Git