

Redoun Islam

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Summary

Dedicated Hyper and Hybrid Casual Game Developer with a proven track record of 5+ years in the industry. Successfully shipped 5 games on both iOS and Android platforms, with several titles amassing over a million installs. Experienced in collaborating with top hyper-casual game publishers, I have a keen eye for rapid prototype development, allowing for swift iterations and high-quality game releases.

TECHNICAL SKILLS

Programming Languages: C, C#, ASP.NET Core, SQL Programming Language

IDE: Visual Studio, VS Code, MonoDevelop, Rider

Source Control: Git, Bitbucket

Platforms: Windows, Android

Software/Tools: Unity3D, Blender, Photon Fusion Multiplayer

PROFESSIONAL EXPERIENCE

Free Pixel Games Limited – Dhaka, Bangladesh (tappocket.com)

Tap Pocket is a prominent mobile game developer active since 2012, with a portfolio of 14 games on Google Play. Collectively, their apps have garnered approximately **70 million installs** and **500,000 ratings**. They are known for popular titles such as **Jurassic Dino Water World**, **Dragon Village - City Sim Mania** and **Shark World**.

Gameplay Programmer

[April 2020 – Present]

- Implemented new features in games that had over a million installs
- Worked on different SDK implementations and ad networks like Firebase, Unity ads
- Implemented in-app purchases
- Prototyped new games from scratch
- Developed AR apps with Unity
- Made playable ads.
- Designed and developed games according to market trends.
- Provide & implement recommendations/suggestions to improve visuals
- Resolved rejection and build issues, troubleshooting and addressing problems promptly to meet release deadlines.

Used Tools & Technologies: C#, Visual Studio, SQL Server, Unity3D, Luna Playable ads

Manabreak LLC – Dubai, UAE (Manabreak LLC)

Manabreak LLC, based in Dubai, specializes in innovative mobile games and prototypes, collaborating with top publishers like Monee, Homa, Sunday, Voodoo and Supercell

Game Developer [September 2021 – Present]

- Programmed new and innovative gameplay mechanics
- Managed a small remote team of 2 people.
- Pitched game concepts to publishers and take on the development cycle of approved games from ideation to production.

- Acted as a developer and designer, which ensures that I have a comprehensive understanding of the entire development cycle, allowing me to create cohesive and innovative solutions from conceptualization to implementation
- Made a lot of prototypes and tested with worlds top mobile game publishers
- Published games on app stores, managing the submission process and ensuring compliance with platform guidelines.

Used Tools & Technologies: C#, Unity3D, Slack

ACCOMPLISHMENTS

Brain Station 23

Champion of Brain Jam

[2021]

✓ Theme: Drag N Drop [Link](#)

Brain Station 23

Champion of Brain Jam

[2020]

✓ Theme: Calculation [Link](#)

Global Food Summit Idea & Research Competition

[2020]

Finalist

✓ Presented my research on, Paddy Leaf Disease Recognition Using Local Threshold Based Segmentation and Deep CNN

Get In The Ring

[2020]

Co-founder of EasyLin

✓ Selected for the fully-funded Global Meet Up, 2021 in Montréal, Canada based on the merit of research possibilities of EasyLin.

Grameenphone

[2019]

2nd Runner up, API Hackathon

✓ Made a consultancy platform, where rural students can ask for any kind of one-to-one help from their desired teacher. Integrated Grameenphone's payment module

CLUSTER and CSE Discipline, Khulna University

[2017]

Winner of "HACKATHON" CLUSTER

✓ A game opposite of Blue Whale where you have to complete social tasks in order to level up and earn points

ICT Division, Bangladesh

[2016]

✓ 2016 My team was enlisted as one of the top-five team in Capacity Building for Mobile Game Development Program

CERTIFICATION

Certification:

- "The Ultimate Guide to Video Game Optimization" issued by **Udemy**
 - "Unity Mobile AR Development" issued by **Unity**
 - "The Ultimate Hyper-Casual Guide with Unity" issued by **Udemy**
 - Completed five days (40 hours) training on Advance Mobile Game Development under Capacity Building for Mobile Game Development Program
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- Completed five days (40 hours) training on Advance Mobile Game Graphics Design under Capacity Building for Mobile Game Development Program
- 3 days Grooming sessions on communication skills, Team building, critical thinking and problem solving, pitching ability, emotional, intelligence, basic etiquettes, strategic planning, growth mindset and Brainology

PUBLICATION

"Paddy Leaf Disease Recognition Using Local Threshold Based Segmentation and Deep CNN"

Accepted in International Journal of *Intelligent Systems and Applications(IJISA)*

[Journal Paper link](#)

EDUCATION

Bachelor of Science in Computer Science & Engineering

[2016 – 2021]

Computer Science and Engineering Discipline

Khulna University (KU) – Khulna-9208, Bangladesh
