

RIFAT AHSAN RIF

GAME & SIMULATION DEVELOPER



CONTACT

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PROFESSIONAL EXPERIENCE

Game & Simulation Developer

2024 – Present

Brainstorm Interactive Limited | Dhaka, Bangladesh

- Designed and developed 3D simulation environments using Unity, improving training efficiency for corporate clients by 25%
- Implemented advanced physics-based mechanics and AI-driven gameplay to create more realistic player experiences
- Collaborated with artists and designers to optimize assets, reducing game load times by 18%
- Delivered two simulation projects adopted by local universities for research and education

Software Engineer

2022 – 2024

Tigertech Studios | Chattogram, Bangladesh

- Built and deployed mobile game applications, achieving over 50,000 downloads across Android and iOS
- Developed backend systems for multiplayer gaming, ensuring secure, low-latency connections
- Automated testing pipelines to reduce debugging time by 30%, boosting release efficiency
- Worked closely with cross-functional teams to deliver immersive AR mini-games for marketing campaigns

EDUCATION

M.Sc in Computer Science

2020 – 2022

University of Tokyo | Tokyo, Japan

- CGPA: 3.83
- Relevant Coursework: Game Programming, 3D Graphics, AI for Games, VR/Simulation, Multiplayer Systems

B.Sc in Computer Science & Engineering

2016 – 2020

Ahsanullah University of Science and Technology | Dhaka, Bangladesh

- CGPA: 4.00
- Relevant Coursework: Data Structures, OOP, Databases, AI, ML, Cybersecurity, Web Development

**ACHIEVEMENT &
AWARDS**

International Achievements

- Grand Prize Winner – International Online GameJam 2024 for a cross-platform cooperative strategy game
- Created an AI-driven storytelling system that adapts game narrative based on player choices
- Developed a procedurally generated RPG engine used by 200+ beta testers

National Achievements

- 1st Place – Dhaka GameJam 2024 for a multiplayer battle royale game
- Featured in “Top Indie Student Games 2024” blog for innovative gameplay mechanics
- Built a multiplayer VR escape room simulation showcased at a university tech exhibition

PROJECTS

AI-Powered Procedural RPG Engine

Procedurally generates dynamic worlds, quests, and NPC behaviors with AI-driven adaptive gameplay.

Cross-Platform Cooperative Strategy Game

Real-time cooperative strategy game with AI teammates and cloud-synced multiplayer on PC and mobile.

Multiplayer VR Escape Room Simulation

VR platform for 4–6 players featuring physics-based puzzles and real-time collaboration.

SKILLS

Technical Skills

- Programming & Scripting: Python, C++, C#, JavaScript, Lua
- Game Development: Unity, Unreal Engine, Godot, VR/AR Development
- Graphics & Simulation: 3D Modeling Basics, Blender, Physics-Based Simulation, Animation, Procedural Generation
- Web & Database: HTML, CSS, React.js, Node.js, MySQL, MongoDB
- Tools & Platforms: Git, GitHub, Docker, Agile/Scrum, Visual Studio, VS Code
- AI & ML: TensorFlow, PyTorch, NLP, Reinforcement Learning

REFERENCES

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