Shadman Shahriar Hasan Arko

Game and VR/AR Developer

Hi, I am a Professional Game & VR AR Developer and CS Degree holder. I have 5 years of experience In Game and VR application development and developed more than 20 projects using Unity and C#.

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🖱 shadmanarko.github.io/ShadmanArko-Portfolio/

⚙ github.com/shadmanArko

WORK EXPERIENCE

Lead Developer
Red Thorn Interactive
10/2022 - Present
Achievements/Tasks
- System Architect
- Backend Developer
- Lead Progammer
- Project Manager

Software Engineer
Brain Station 23
08/2021 - 09/2022
Achievements/Tasks
- Gameplay Programmer
- System Architect
- ASP.NET Developer

VR AR Team Lead (Project Basis)
Bangladesh Army
10/2020 - 07/2021
Achievements/Tasks
- Project Manager
- System Architect
- VR Developer

Game Engineer
DreamerzLab LTD
07/2019 - 09/2020
Achievements/Tasks
- Gameplay Programmer
- Game Designer
- Unit Test Programmer

Software Engineer Project Manager Intern (Internship Scholarship Program)
Kovair International
01/2019 - 06/2019
Achievements/Tasks
- Tool Developer
- Database Designer
- Project Manager

Team Lead of VR AR MR & Game Dev Dept.
CVIS Lab - BRAC University
01/2018 - 12/2019
Achievements/Tasks
- Game and VR AR Application Developer
- IoT Developer
- Team Lead

SKILLS

Unity | C# | ASP.NET | Unreal | C++ | Python

PROJECTS

Alexanderball - A Countryball Tale
- Game Type: Play-pause RTS, Grand Strategy, Turn based
- My Role: System Architect, Lead Gameplay Programmer, Backend Developer, and Project Manager
- Platform: Windows, Mac, Linux
- Game Link: AlexanderBall: A Countryball Tale - App on Steam

Learning Architecture
- Game Type: Educational, Casual
- My Role: System Architect, Lead Gameplay Programmer
- Platform: Android, IOS
- Game Link: Learning Architecture - Apps on Google Play

Learning Geography
- Game Type: Educational, Virtual Tour
- My Role: System Architect, Lead Gameplay Programmer
- Platform: Android, IOS
- Game Link: Learning Geography - Apps on Google Play

Science With Jagdish Chandra
- Game Type: Educational, Quiz
- My Role: Gameplay Programmer
- Platform: Android, IOS
- Game Link: Science With Jagdish Chandra - Apps on Google Play

NOX Eternus
- Game Type: Story Based Adventure
- My Role: Gameplay Programmer
- Platform: Android, IOS
- Game Link: NOX Eternus - Apps on Google Play

Fun Learn Make a Sequence
- Game Type: Educational
- My Role: Gameplay Programmer
- Platform: Android, IOS
- Game Link: Fun Learn Make a Sequence - Apps on Google Play

EDUCATION

B.Sc. in Computer Science
BRAC University
09/2016 - 12/2020

CONFERENCES

Real world objects augmentation in virtual 3D environment RealSense SDK, Deep Learning and Game Engine
IEEE
- Publication Link: Real world objects augmentation in virtual 3D environment RealSense SDK, Deep Learning and Game Engine | IEEE Conference Publication | IEEE Xplore