Shamit Ahmed

Date of birth: 02/04/1997 | **Nationality:** Bangladeshi | **Gender:** Male | **Phone number:**
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https://shamitahmed.github.io/ | **LinkedIn:** www.linkedin.com/in/shamitahmed |

Address: klaneettietie 1C 093, 00420, Helsinki, Finland (Home)

ABOUT ME

I am a multidisciplinary programmer with **5 years of game industry experience,** currently working as a Research Assistant and studying for my MSc. degree in Computer, Communication and Information Sciences(CCIS), majoring in **Game Design and Development** and minoring in **Building Virtual Worlds** at **Aalto University**, Finland.

Engaging video games, immersive-interactive media and breathtaking tech of various forms have always been my motivation to achieve more. I am currently focusing on Virtual Reality and Computer Vision-based Locomotion and Exergames that encourage physical movement.

WORK EXPERIENCE

▣ **AALTO UNIVERSITY** – ESPOO, FINLAND
Website https://www.aalto.fi/en/department-of-art-and-media/game-research-group

RESEARCH ASSISTANT – 01/01/2025 – CURRENT

Currently contributing as a Research Assistant in the **Game Research Group** led by Prof. Perttu Hämäläinen at Aalto University.

▣ **AALTO UNIVERSITY** – ESPOO, FINLAND
SUMMER INTERN – 03/06/2024 – 31/10/2024

I worked on an augmented reality and computer vision-based indoor navigation system, primarily during a summer internship at the Department of Computer Science at Aalto University.

▣ **PLAYENSE** – DHAKA, BANGLADESH
SENIOR GAME DEVELOPER – 05/09/2022 – 31/05/2023

My responsibilities included:
- Developing games using the unity 3D game engine for IOS and Android platforms
- Writing high-quality and reliable source code, creating prototypes from internal concepts, and contributing new ideas
- Working with product managers, game designers, and artists to complete projects
- Providing mentorship and guidance to junior developers

▣ **FREE PIXEL GAMES LTD.** – DHAKA, BANGLADESH
GAME DEVELOPER – 10/09/2019 – 04/09/2022

My responsibilities included:
- Cross-platform game design, development and project management
- Dynamic and reusable code creation, memory and performance optimization
- integrating third party networking and analytics related plugins

EDUCATION AND TRAINING

01/08/2023 – CURRENT Espoo, Finland
MSC IN COMPUTER, COMMUNICATION AND INFORMATION SCIENCES (CCIS) Aalto University

Website https://www.aalto.fi/en | **Field of study** Major in Game Design and Development

2015 – 2019 Dhaka, Bangladesh
BSC IN COMPUTER SCIENCE AND ENGINEERING(CSE) Ahsanullah University of Science and Technology

Activities and societies: Joint Secretary, AUST Innovation and Design Club (AUSTIDC) Programming Competition, Software Showcasing and Hackathons

Website https://www.aust.edu/ | **Field of study** CSE | **Final grade** Grade: 3.05 / 4.00 |

Thesis Automatic dMRI Segmentation of Human Brain using Machine Learning Techniques

PROJECTS

Thoughts Out! - A 3D Platformer Game made using Unreal Engine 5

Thoughts Out! is set in a dreamlike world where your everyday office troubles morph into an annoying dragon. This dragon can alter the surrounding environment, making your adventure either easier or more challenging. How can you drive it out of your daydream and reclaim peace of mind?
My role: Programmer, Level Designer
Playable Link: https://ssssand.itch.io/thoughts-out

Link https://www.youtube.com/watch?v=owJ9X8U2Ads

Spooky Land - A Mobile Game made using Unity Engine

A top-down action-survival game where you guard a graveyard and use your flashlight to keep ghosts at bay and survive the night!🔦
The game features multiple challenging levels, goal-based progression system, boss fights and character upgrades!
Besides programming the whole gameplay, UI and backends, I have also worked on Ad integration and monetization tasks.
My role: Programmer, Game Designer
Playable Link: https://shamitahmed.itch.io/spookyland

Link https://www.youtube.com/embed/GTHPUJtnczI

Idle Sea Cleaner - A Mobile Game made using Unity Engine

A top-down 3D game where your primary objective is to clean the sea by collecting different types of trash. Unlock new items, explore new areas and upgrade your ship while at it!
My role: Programmer, Game Designer
Playable Link: https://play.google.com/store/apps/details?id=idle.sea.cleaner

Link https://www.youtube.com/watch?v=851XQkQdt3o

LANGUAGE SKILLS

Mother tongue(s):   **BANGLA**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C1	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

Programming Languages and Frameworks

C │ C++ │ C# │ Java │ Python │ mySQL │ Matlab │ PHP │ JS │ ASP.Net │ JavaScript

Softwares and IDE

Unity │ Unreal Engine 5 │ Sourcetree │ GitHub │ Eclipse │ Visual Studio │ Jupyter Notebook │ Blender │ Adobe illustrator

HONOURS AND AWARDS

10/2016
Champion-Game Development-IUT ICT FEST 2016 – Islamic University of Technology

02/2018
Champion-Software-Intra AUST Technomania 2018 – AUST CSE Society

12/2017
Champion-Game Development-National RoboTech Fest 2017 – Engineering Students Association of Bangladesh(ESAB)

11/2018
1st Runner Up in Networking War- International Telco Warfare 2018 – East West University

05/2017
Top 25- Grameenphone Game Jam 2017 – Issued by Grameenphone Whiteboard

VOLUNTEERING

01/10/2023 – 31/05/2024 Games Now!
Event Organizer and Community Manager

Games Now! is an open lecture series by Aalto University. I have contributed to the production team as a Community Track 2023-2024 member.

01/2020 AUST Innovation and Design Club
Instructor for "Workshop on Game Development 2.0"

Had the privilege of taking a workshop on Game Development on Jan 31, 2022 for the young learners at AUST IDC! It was a fun 1.5 hour long session discussing news about the game dev industry, trying to give a basic idea about game design, development, deployment and programming.

Link bit.ly/3lCVLKX

10/2018 – 01/2019 MindSparks'19
Event Organizer, Segment Coordinator (Software Showcase), Graphic Designer

We, AUST Innovation and Design Club, Ahsanullah University of Science and Technology, Bangladesh, hosted an International Technology and business oriented event called MindSparks'19 on 30-31st January, 2019. I was responsible for overseeing software showcasing segment, managing accounts, logistics and designing majority of the event graphics.

Link www.facebook.com/mindsparksidc

05/2020 – 06/2020 Shilpanudan
Co-Founder, Artist

Me alongside some artist friends took the initiative of creating art for clients and donating all the income towards welfare of poverty-stricken people during the peak of COVID-19 pandemic. We were able to collect and donate almost $1000 worth of food and medicine during a period of one month.

Link facebook.com/shilpanudan

ONLINE COURSES

Unity Junior Programmer

Certificate: https://www.credly.com/badges/ee4b9368-d4d7-4507-aee8-f29f570aaa92?source=linked_in_profile

Data Science in the Games Industry

Certificate: https://www.futurelearn.com/certificates/4ti8ccl

Unity Creative Core

Certificate: https://www.credly.com/badges/3715f521-f9ef-49d4-bb93-5574b9e20231/public_url

RECOMMENDATIONS

Perttu Hämäläinen Associate Professor, Supervisor

Department of Art and Media, Computer Science at Aalto University

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Prof. Dr. Md. Shafiul Alam Professor

Department of CSE, Ahsanullah University of Science and Technology

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