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Portfolio: https://portfolio-vwle.onrender.com/

Career Objective

Passionate and skilled Game Developer with 4 years of experience in Unreal Engine, specializing in AI systems, single-player narrative games, and VR development. With hands-on experience in developing AAA-quality games, including projects on Steam, I possess in-depth expertise in game mechanics, optimization, and AI programming. My current goal is to secure a position at a leading game development company, where I can continue to work with Unreal Engine, contributing to cutting-edge game AI, VR, and immersive gameplay systems.

Professional Experience

Senior Game Developer & Team Lead
SpinOFF Studio, Dhaka, Bangladesh
2020 – 2024

- Led the development of single-player narrative games, managing all aspects of game design, including quest systems, storylines, and mechanics.
- Designed and programmed advanced AI systems to create immersive and engaging player interactions within game environments.
- Responsible for game optimization, ensuring smooth performance across various platforms, and successfully launched games on Steam.
- Mentored junior developers and coordinated cross-functional teams to deliver high-quality projects within tight deadlines.

Key Achievement:

- Successfully led the development and launch of a single-player game on Steam, receiving positive reviews for gameplay and optimization.

VR Developer
VincatsBD, Dhaka, Bangladesh
2024 – 2024

- Developing interactive VR experiences using Meta Quest, with a focus on immersive game environments and interaction design.
- Gained significant expertise in VR optimization, ensuring high-performance virtual reality applications.
- Collaborated with a South Korean-based team, contributing to the development and refinement of innovative VR gaming solutions.

Game Developer
Future Studio Bangladesh, Dhaka, Bangladesh
2024 – Current

- Currently working as a Game Developer specializing in Metaverse and Virtual Reality (VR) projects using Unreal Engine.
- Building persistent virtual worlds featuring avatar systems, voice chat, virtual economies, and social hubs to support real-time multiplayer interaction.
- Collaborating with international teams to integrate marketplace systems, networked experiences, and gamified learning environments.

Education
Bachelor of Science in Computer Science and Engineering (B.Sc.)
East West University, Dhaka, Bangladesh
Graduated in 2024

Achievements
- Successfully completed the Bangladesh ICT Game Project, a government-backed initiative focusing on the development of a historical game about the Bangladesh Civil War. Earned a certificate of project completion.

Projects

Bangladesh Civil War Game Project

- Worked as a key developer responsible for coding, debugging, and team collaboration in the development of a government-sponsored historical game.
- Ensured smooth functionality and immersive gameplay while maintaining historical accuracy throughout the game's storyline.

FUBG Multiplayer Game (Steam)

- Contributed to the development of a multiplayer game titled "FUBG," published on Steam.
- Focused on game mechanics, server integration, and collaborative debugging to ensure stable online multiplayer functionality.

Skills

- Game Development: Unreal Engine, AI Design, Game Optimization, UI/UX Development, VR/AR Development
- Programming Languages: C, C++, Java, Java Swing, App Development
- Tools & Software: Cinema 4D, Git, Subversion (SVN)
- VR Platforms: Meta Quest, Oculus VR
- Other: Project Management, Team Collaboration, Steam Multiplayer Game Development

Languages

- Bangla: Native
- English: Fluent