

Tamjid Hossain

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A Game Developer with a passion for telling stories and leaving a positive impact

Education

Georgia Institute of Technology, Atlanta, GA

Graduated: **Dec 18, 2021**

- B.S. in **Computational Media**
- Specialization in **Game Development**

GPA: 3.09

Relevant Coursework

Intro to Object-Oriented Programming, Discrete Mathematics, Data Structures & Algorithms, Linear Algebra, Objects & Design, Media-Device Architecture, Computer Graphics

Projects

Death's Door

Project Lead (Team of 9)

Aug 24, 2021 – Dec 1, 2021

<https://tamjidz.itch.io/deaths-door>

Unity, Blender, Github

- Led a team of 9 individuals, organized meetings with them, and used Agile-Scrum methodologies to iteratively develop the game in 3 months with 3-4 week sprints.
- Authored slides for weekly presentations regarding game progress and scope control.
- Used Unity's custom Animation Controller to add in animations and control when to activate certain animations.
- Created custom 3D models such as the player character and the Reaper.
- Created UI and implemented it using scripts i.e. setting different screens active and inactive based on button presses.

One Mil-Lion

Programmer, Audio (Team of 5)

July 9, 2021 – July 11, 2021

<https://randomerz.itch.io/one-mil-lion>

Unity, Github

- Worked on and developed the game for the Georgia Tech VGDev's Summer Game Jam
- Created a top-down shooter where you play as a dragon fighting against hordes of lions.
- Contributed to programming and UI, alongside the implementation of audio.
- The game won the Judges' Choice Award.

Mi So Madness

Programmer, 3D Artist (Team of 10)

Aug 2020 – Dec 2020

<https://vgdevgatech.wixsite.com/website/mi-so-madness>

Unreal Engine 4, Blender, Github

- Contributed to a Multiplayer Runner where you play as a bowl of Ramen getting across a bridge against other players.
- Developed blueprints using C++ to increase runner speed.
- Created custom 3D assets for various objects in the game such as a chocolate bar which serves as the main obstacle in the game.
- Worked closely with the team leads to ensure all assets and blueprints were delivered on time in an agile-scrum environment.
- Received Georgia Tech VGDev's custom "DeLeonic Award", which recognizes a beginner for major contributions towards a game, from the leads of this game.

Skills

Development: Unity, C#, Git/Github, Blender, Unreal Engine 4, C++, Visual Studio, VSCode

Soft Skills: Teamwork, Adaptability, Creativity, Leadership, Problem-Solving