Towhid Sarker

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Skills

Languages & Web Development: C++ | C# | JavaScript | HTML | CSS | MySQL | Python (basic)

Tools & Technologies: Unity 2D/3D | Unity UI | DOTween | Git | GitHub | GitLab | Visual Studio | Rider | Linux

Development Areas: Frontend Development | Game Development | Version Control

Experience

Visiontillion   **Sept 2025 – running**
Game Developer (Unity)   *Remote*
  - Developing and integrating the complete UI/UX flow of a Unity-based game project.
  - Ensuring seamless interaction between UI elements and core gameplay systems.
  - Collaborating with designers and developers to maintain visual consistency and improve player experience.

Qiulin Technologies   **Mar 2025 – August 2025**
Executive – Project & Task Coordination   *Uttara, Dhaka*
  - Assigned and monitored tasks for a 25–30 member team to ensure smooth daily operations and timely output.
  - Managed onboarding, organized training sessions, and evaluated employee performance to improve team productivity.
  - Created performance reports and salary sheets in Excel based on task completion data and evaluation metrics.

Riseup Labs   **Aug 2024 – Dec 2024**
Game Developer – Intern   *Uttara, Dhaka*
  - Built UI screens, login system, and leaderboard features in Unity using C# for two hyper-casual mobile games.
  - Designed levels and implemented smooth character movement, button interactions, and animations for player control.
  - Integrated AdMob for monetization and participated in gameplay testing, debugging, and iteration based on feedback.

Projects

File Manager: Developed a console-based file management system to efficiently organize and handle files programmatically.

  - Implemented core file operations such as creation, deletion, renaming, and searching.
  - Applied OOP principles to structure code for better modularity and scalability.
  - Wrote and executed test cases to verify file operation accuracy and exception handling. [Link]

Atomic Architect: Created an educational game focused on atomic structure assembly.

  - Designed gameplay to interact with atomic particles using mouse/touch-controlled gun rotation.
  - Used Scriptable Objects for scalable data handling of elements like hydrogen, helium, and lithium.
  - Built core functionality and progression systems for smooth level transitions.[Link]

Portfolio Website: Customized a personal portfolio generated using AI design prompts to showcase skills and project work.

  - Added project content, organized sections, and adjusted layout structure for clarity and usability.
  - Integrated a visitor tracking section to display real-time page views.
  - Performed manual testing to verify navigation flow, content rendering, and responsive layout behavior. [Link]

Achievements

  - **Sec Inter University Junior Programming Contest 2022** — Rank 43 (Team: UITS_Wreckers_Exist)
  - **6th DRMC Int'l Tech Carnival 2023 Programming Contest (Preliminary Round)** — Rank 13 (Team: CircleCycle)
  - **UITS Intra University Programming Contest 2022** — Rank 10 (Team: UITS_CircleCycle)
  - Solved **1200+ programming problems** across multiple online judges using C++.
  - **Codeforces:** __PrEdAToR__ (Max rating: 1110, Solved: 750+)
  - **LeetCode:** _PrEdAToR_ (Max rating: 1511, Solved: 150+)

Education

University of Information Technology and Sciences (UITS)   Jun 2020 – Jun 2024
Bachelor of Science in Computer Science & Engineering, CGPA: 3.09 / 4.00   *Baridhara, Dhaka*

Others

Poster Presentation Competition: Secured 3rd place in a university-level competition as **team leader**, demonstrating strong communication, collaboration, and presentation skills.