# BURHAN UDDIN
## Game Developer / Programmer

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## EDUCATION

Metropolitan University, Sylhet
**B.Sc in Computer Science & Engineering**

## FIELDS & CONCEPTS

- Backend
- UI
- Gameplay
- AI
- Prototype
- Animation
- S.O.L.I.D
- MVC
- Observer
- Factory
- Singleton

## SOFT SKILLS

- Flexibility
- TeamWork
- Agile
- Adaptability
- Emotional Intelligence

## TECHNICAL SKILLS

- **Engine:** Unity3D
- **Language:** C#, C++
- **Version Control:** Git
- **Project Management:** Jira
- **Backend Service:** Playfab
- **Mostly Used Unity Plugins:**
  - Node Canvas
  - NaniNovel
  - DoTween
  - Photon Pun
  - Zenject
- **Currently Learning:**
  - Shader Graph
  - VFX Graph

## TOOLS

- Git & Github/ Gitlab
- Slack
- Discord
- Visual Studio Code

## EXPERIENCE

### GoPokyoo Inc, Nova Scotia, Canada  (Feb 2022 – Jan 2023)
**Game Programmer (Contract, Remote)**

- Focused On **Console** Platform
- Mostly implemented **UI** features of the game.
- Generated readable code following **S.O.L.I.D**, **MVC** and other programming principals

### Ulka Games Ltd (Moonfrog | Stillfront Group)  (Sept 2020 – Feb 2022)
**Software Engineer (FTE)**

- Focused On **Mobile** Platform
- Contributed on **4 hit mobile titles** with **1-9millions+** download each
- Optimized code to reduce the build size **25-30%** for each games which helped to increased **20%** more downloads per day.
- Implemented core **gameplay** features and provided additional **backend Service** using **Playfab** to implement features like player states, leaderboard, shop, User experience system resulted increased the retention rates for the game up-to **45-52%**
- Contributed On **Offline**, **Multiplayer** and **F2P** Games
- Worked on different field of the projects mostly on UI, Gameplay, animation, **plugins** implementation like Facebook SDK, Monetization SDKs, Google Analytics, Firebase.
- Fixed the bugs and performance boost for the existing code.

### Console-IT  (May 2019 – Sept 2020)
**Lead Game Developer**

- Lead a small **3** people team including 2 developer and 1 artist
- Delivered **7+** Clients projects within deadline
- Developed Games for **Android** and **WebGL** platform

### Game Seekers Studio  (April 2017 – Present)
**Founder, Solo Developer (Seasonal)**

- Provided Freelance Service to local and international client

## PORTFOLIO

**Linkedin:** https://www.linkedin.com/in/whoisburhan/

**Portfolio:** https://burhan-uddin.mystrikingly.com/

**Code Example:** https://github.com/whoisburhan/Samples