

# BURHAN UDDIN

Portfolio: <https://burhan-uddin.mystrikingly.com>

Email: [whoisburhan@gmail.com](mailto:whoisburhan@gmail.com)

Mobile: (+880)1877529942

Linkedin: [in/whoisburhan/](https://www.linkedin.com/in/whoisburhan/)

I'm Burhan Uddin, a professional **game developer / programmer** with **5 years** of experience working with **Unity** that's on a pursuit to feed its curiosity. I love to make games for a living and work with Indie Studios.

## Career Profile:

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- GoPokyo Inc | **Game Programmer (Remote)** | NS, Canada (Feb 2022 - Jan 2023)
  - Moonfrog Labs | **Game Developer** | Dhaka, Bangladesh (Sep 2020 - Feb 2022)
  - Console-IT | **Software Engineer** | Sylhet, Bangladesh (May 2019 - Sep 2020)
  - Fantasy Realm | **Indie Game Developer (Freelancer)** | Sylhet, Bangladesh (Mar 2017 - present)

## Skills:

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- Game Engine:** Unity, Unreal
  - Programming Language:** C#, C++, C, Python
  - Others:** Git, Github, GitLab, Adobe Photoshop, Agile

## Education:

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- | Sylhet, Bangladesh  | Metropolitan University | September 2015 - February 2020 |
|---|-------------------------|--------------------------------|
| <ul style="list-style-type: none"><li>B.Sc. in Computer Science and Engineering, <b>CGPA: 3.87 out of 4.00</b></li><li>Projects: <b>Plagiarism Detection</b>, <b>3D Racing Game(Unity, C#)</b> , <b>3D Survival Game(Unity, C#)</b></li><li>Participation: MU Junior Programming Contest 2016, ICPC Preliminary, NCPC Preliminary</li></ul> |                         |                                |

## Achievements & Responsibilities:

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- SOLID** : Write maintainable and scalable code following **SOLID** principles.
  - Clean Code** : Write clean code that is easy to read and maintain, including using meaningful variable names, writing short functions, and following coding conventions. Implement **design patterns** such as **Model-View-Controller (MVC)** to ensure separation of concerns and improve code maintainability.
  - Game Play**: Design and implement engaging game mechanics that provide an enjoyable experience for players, including designing levels, creating puzzles, and balancing difficulty.
  - UI**: Design and develop **user interfaces** that are intuitive and visually appealing, including creating menus, buttons, and other **UI** elements.
  - Backend (Playfab)**: Develop server-side code to support **multiplayer games** and online features, including implementing player **profile**, **leaderboards**, and **player data storage**.
  - Multiple Platform**:.Develop games for multiple platforms such as **mobile** and **desktop**, including optimizing performance for different hardware configurations and supporting different input devices.
  - Analytics, SDK, Ads**: Integrate analytics tools to track player behavior and improve game design. Integrate **third-party SDKs** for features such as social media sharing or integrate ads to **monetize Unity games**.

## Work Experience:

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### Game Programmer (Remote) - Feb 2022 - Jan 2023

GoPokyo Inc. - Nova Scotia, Canada

- Worked as an freelance game programmer on contract based in a untitled AA game for **PC/Console**.
- worked on of various aspects of game development including game design, architecture design and **Game-Play** and **User Interface (UI)** implementation.
- Write maintainable and scalable clean code following **SOLID** principles, **MVC** pattern and other design pattern ex: **factory** pattern, **observer** pattern.
- Work with multiple plugins ex: Rewired for **input system**, Node Canvas for behaviour tree, **Finite State Machine (FSM)**

### Game Developer (Remote) - Sep 2020 - Jan 2022

Ulka Games Ltd (Owned by Moonfrog Labs) - India

- Worked on multiple **cards, board, casual & puzzle** games with unique functionalities.
- Made **Editor Tools** for Developers to automate certain repetitive tasks.  
Ex: level creator, Scene loader for scene management
- Implemented features like online **multiplayer**, profile, shop, private game, **emote system, game AI**, etc
- Worked on Multiplayer card game **shop system, leaderboard, achievements, player profile** using **Playfab**.
- Implement **User Interface (UI)** for 3 Game titles.
- Integrate **analytics tools** to track player behavior and improve game design.
- Integrate **third-party SDKs** for features such as social media sharing or integrate ads to **monetize F2P mobile games**.
- Write maintainable and scalable clean code following **SOLID** principles, **MVC** pattern and other design pattern ex: **Singleton, observer, factory, adaptor** and many more.

### Software Engineer - May 2019 - Sep 2020

Console-IT - Sylhet, Bangladesh

- Worked on multiple **platformer, visual novel (vn), board, casual & puzzle** games with unique functionalities for clients from the scratch using **Unity** game engine and **c#**.
- Made game for **mobile, pc** and **webgl** platform.

### Indie Game Developer (Freelancer) - Mar 2017 - Present

Fantasy Realm - Sylhet, Bangladesh

- Write maintainable and scalable clean code following **SOLID** principles, **MVC** pattern and other design pattern ex: **Singleton, observer, factory, adaptor** and many more.
- Worked as a freelance game developer and made complete game from scratch as well as woked on specific task based on client requirement in **upwork** and local client.
- Made **13+** personal game projects using **Unity** and **C#** and published them in different game store.