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# MD SHAFIUR RAHMAN

## GAME DEVELOPER & DESIGNER

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House # 11, Road-04, Senpara Parbata, Mirpur-10, Dhaka-1216.

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### Career Objective

I'm a game developer with more than 5 years of experience. I like to play games so that it is my passion to do so. I play different types of games from where I get concepts and that I use to make my game using my thoughts. Currently I am working on Unity 3D game engine with C# language and Construct 2 for Web based game. Looking forward to make myself as a contributor in game developing sector.

### Professional Experience

#### 1. Sr. Software Engineer – Team Lead (April 02, 2016 - Continue)

##### **Gagagugu Games**

Plot No: 371/A, Block No: D, Dhaka 1229, Bangladesh

Department: Game Development

##### **Duties/Responsibilities:**

- Requirement analysis & Design production pipeline
- Game design & development
- ASO, App Monetization & Publishing
- Planning marketing strategies
- Follow-up Gagagugu Games website
- Collaborate with art & design team

Messenger game-playing features as instant game a new HTML5 cross-platform gaming experience. Planning and requirement analysis, Leaderboard system with messenger user, Roadmap to create web view design and admin panel to submit games. Testing and report bugs with solution to resolve.

Development plan of Chatbot for in-house product (type: messenger). Developing conversational Chatbot according to requirement. Road-map to create a virtual assistant for in-house product. Planning and execute several features.

##### **Completed Project for the Company:**

- Gagagugu Games website – [www.gagagugugame.com](http://www.gagagugugame.com)
- Gagagugu Games Android & iOS Games  
[Google Play](#), [App Store](#)
- Gagagugu gaming portal (HTML5 Games):  
<http://game.gagagugu.com>
- Gagagugu gaming portal through messenger (Instant Gaming Service):  
[Link of iTunes Store](#)  
[Link of Google Play Store](#)

## **2. Unity 3D Game Developer (iOS & Android Games) (September 14, 2015 - March 31, 2016)**

### **SKY Information Technology Co. Ltd.**

Company Location: House# 104, Park Road, Mohakhali DOHS

#### **Duties/Responsibilities:**

Finish Product for publishing. Ex: Gameplay design, Scripting, UI design, Game logic, SFX & VFX integration, Animation, Level design, Cross platform support, Device resolution dependency, Multi Ad Network monetization (Chartboost, Startapp, Applovin, Admob & Unity ads), In App purchase SDK Integration and publication in several stores (Google play store, Amazon store, Apple app store) etc.

#### **Completed Project for the Company:**

- Hill Racing Car Trial Xtreme

**Game Link:** <https://www.amazon.com/Racing-Car-Hill-Track-Balance/dp/B01DBZ4QM8>

- Hot MotorBike Girl Kill Race

**Game Link:** <https://www.amazon.com.au/Hot-MotorBike-Girl-Kill-Race/dp/B01CY1W1H2>

- Fireman: Firefighter Rescue Mission

**Game Link:** <https://www.amazon.com.au/SKY-GAME-Fireman-Firefighter-Mission/dp/B01DA8LHWI>

- Jumping Polar Bear

**Game Link:** <https://www.amazon.com.au/SKY-GAME-Jumping-Polar-Bear/dp/B01D8NLPFE>

- Soul of Dead Zombies: Evolve!

**Game Link:** <https://www.amazon.com/Soul-of-Dead-Zombies-Evolve/dp/B01D8PF5OY>

## **3. Game Developer (December 01, 2014 – July 31, 2015)**

### **TapStar Interactive Software Ltd.**

Company Location: House# 440, Road# 28, Mirpur DOHS

#### **Duties/Responsibilities:**

Character Controller prototype, Dynamic Level Design, Dynamic Obstacles, Texturing, Scripting, Light & Shade, Artificial Intelligence, Animation, GUI, Sound, VFX, Cross Platform, User Database in Parse, Payment Gateway integration, Game Concept Development etc.

#### **Completed Project for the Company:**

- Ludo Friends:

**Game Link:** <https://play.google.com/store/apps/details?id=com.tapstar.ludo&hl=en>

**Platform:** Android, Web

- Rickshaw Climb Racing:

**Game Link:** <https://play.google.com/store/apps/details?id=com.tapstar.rickshaw&hl=en>

**Platform:** Android

- Meena The Game (UNICEF)

**Platform:** Android, IOS, Windows, Mac, Linux, Web

## Client Projects

### 1. Loco Brand – Natherland

#### Duties/Responsibilities:

Finish Product for publishing. Multi Ad Network monetization, In App purchase SDK integration and store submission (Google play, Apple app store) etc.

#### Completed Project for the Company:

- Soccer Physics Fight

**App Store Link:** <https://itunes.apple.com/us/app/soccer-physics-fight/id1124642730>

- Soccer Jump - Champion Battle

#### Google Play Store Link:

<https://play.google.com/store/apps/details?id=com.locobrandgames.happysoccerphysicsgames>

### 2. Winky Tech – Bangladesh

#### Duties/Responsibilities:

Worked as product manager. Requirement analysis, feasibility analysis, workflow design, UI/UX design and deliver mockup with assets to developers, resolve blocker issues.

#### Completed Project for the Company:

- Self Protect App

Link: <https://play.google.com/store/apps/details?id=com.selfprotectapp.selfprotect>

## Expertise Area

- Language : C# | C++ | HTML5 | PHP | MySQL | JavaScript
- Interactive Platform : Unity 5 | Construct 2 | Wordpress | Bootstrap | Laravel
- Microsoft Office Suite : Word | PowerPoint | Excel | Google (Docs, Sheets, Slides)
- Operating System : Windows | Mac | Linux
- Multimedia Design : Photoshop | Illustrator | AutoCAD
- Project Development : Jira | Trello | Asana | Slack | Skype

## Professional Training

### 1. Graphics Design

- **Organizer:** BASIS Institute of Technology and Management
- **Duration:** From Jul 02, 2015 to Sep 18, 2015.

### 2. Unity 3D Game Development

- **Organizer:** Leveraging ICT for Growth, Employment and Governance
- **Duration:** From Jul 05, 2014 to Sep 20, 2014.

### 3. Foundation Training Course for Fast Track Future Leader

- **Organizer:** Bangladesh Computer Council (BCC)
- **Duration:** From May 29, 2014 to June 27, 2014.

### 4. PHP Basic to CodeIgniter Framework

- **Organizer:** bdjobs.com
- **Duration:** From Nov 15, 2013 to Feb 24, 2014.

## 5. Cisco Certified Network Associate (CCNA) - 1,2,3,4

- **Organizer:** American International University-Bangladesh
- **Duration:** From Jan 01, 2012 to June 05, 2012.

### Academic Attainment

#### Bachelor of Science in Electrical & Electronic Engineering

Institution : American International University-Bangladesh  
Passing Year : 2012

### My Aptitude

- Ability to work with good creative thinking.
- Good Inter Personal Skill.
- Sincere for the assigned work.
- Strong desire to achieve result.
- Work confidently within a group.
- Able to motivate and direct others.
- Manage time effectively, prioritizing tasks and able to work to deadlines.
- Maintains effective performance under pressure.

### Extra Curricular Activities

I have completed Thesis on “Design and performance analysis of analog low pass filter and Transformation of analog to digital filters”.

### Interests

Playing Games | Listening Music | Traveling | Blogging | Game Design | Shopping

### References

Professional	Professional
<b>Krishna Ray</b> CTO Embedded Engineering and Robotics Technology Ltd. (EERT) <b>Director</b> Convergence Engineering Ltd. Mobile: +8801715166696, +8801615166696 Email: <a href="mailto:krishna.ray.eee@gmail.com">krishna.ray.eee@gmail.com</a> <a href="mailto:krishna.ray@eertbd.com">krishna.ray@eertbd.com</a>	<b>Abu Hossain Mohammad Morshed Himel</b> <b>Product Manager</b> Gagagugu Games, Bashundhara Group Plot No: 371/A, Block No: D, Dhaka 1229  Mobile: +8801847161742 Email: <a href="mailto:icesiv@gmail.com">icesiv@gmail.com</a> <a href="mailto:morshed.himel@gagagugu.com">morshed.himel@gagagugu.com</a>