

# Md. Shafiur Rahman

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Experience game developer and designer seeking a new and satisfying work environment where past skills with more than 5 years of experience can be used to create future games. I am working on Unity 3D game engine with C# language and Construct 2 for the Web based game. App & Game marketing, Store submission, App monetization also part of my responsibilities. Looking forward to making myself as a contributor in the game industry.

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## Highlights

- Extensive knowledge in various gaming platform includes Android, iOS and Web.
- Collaborated with Product Manager, Creative team and UI/UX experts to create complex architectural systems for core game systems.
- Works as digital marketer and store submission expert (Google Play, App Store).
- Works as a team lead to develop gaming portal for Instant game (HTML5 games).
- Improved database efficiency and load times ten times faster by implementing an enhanced update process.
- Completed all projects well within project times and ensured quality standards were consistently met.

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## Experience

APR 2016 – AUG 2018

### **Sr. Software Engineer (Team Lead)/ Gagagugu Games**

Service design & development, Requirement analysis & Design production pipeline, Maintain gaming portal, Planning marketing strategies, Follow-up Gagagugu Games website, Planning & development of Conversational Chatbot for Gagagugu messenger. Instant game a new HTML5 cross-platform gaming for Messenger.

Completed Project for the Company: Android and iOS games ([Google Play](#) / [App Store](#)), Gaming portal (HTML5 Games), Gagagugu Games website, Conversational Chatbot etc.

SEP 2015 - MAR 2016

### **Unity 3D Game Developer / SKY Information Technology Co. Ltd.**

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).

Completed Project for the Company: [Hill Racing Car Trial Xtreme](#), [Hot MotorBike Girl Kill Race](#), [Fireman: Firefighter Rescue Mission](#), [Agent Kills: Age of Elite Spy](#), [Jumping Polar Bear](#), [Soul of Dead Zombies: Evolve!](#)

DEC 2014 – JULY 2015

## **Game Developer / TapStar Interactive Software Ltd.**

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, [Rickshaw Climb Racing](#), Meena The Game – UNICEF

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## **Education**

DECEMBER 2012

## **Bachelor of Science in Electrical & Electronic Engineering / American International University-Bangladesh**

Completed Thesis on “Design and performance analysis of analog low pass filter and Transformation of analog to digital filters”

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## **Technical Proficiency**

- Language : C# | HTML5 | PHP | MySQL
  - Interactive Platform : Unity 3D | Construct 2 | WordPress | Bootstrap
  - Design Tools : Photoshop | Illustrator | Gimp
  - PM Tools : Jira | Trello | Asana
  - Marketing Tools : Google Ads | Facebook Ads | Instagram Ads | LinkedIn Ads
  - Monetization Tools : Google Admob | Unity Ads | Chartboost | Applovin | Startapp
  - UI/UX Prototyping Tools : Marvelapp | Proto.io
  - Chatbot Builder : Pandorabots (AIML) | IBM Watson | Chatfuel | Converse.ai
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## **Interests**

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

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## **References**

### **Krishna Ray**

CTO / Embedded Engineering and Robotics Technology Ltd. (EERT)

Director / Convergence Engineering Ltd.

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### **Abu Hossain Mohammad Morshed Himel**

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