

Md. Shafiur Rahman

240, Adorshaw Road, Mirpur, Dhaka-1216
8801617-522368, 8801717-522368
rshafiur156@gmail.com, mail@shafiurr.com
bd.linkedin.com/in/adhi156
<https://shafiurr.com>



Experienced game developer and designer seeking a new and satisfying work environment where past skills with more than 7 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. As a multitasker, App & Game marketing, Store submission, App monetization also part of my responsibilities. Looking forward to making myself as a contributor in the game industry.

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 and services.
- 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).
- Data management from back-end server using RESTful API with JWT
- Local payment gateway integration and Carrier Billing
- Google Apps Script for develop tools.

Experience

FEB 2020 – CONTINUE

Sr. Software Engineer/ Torpedo Labs Inc.

Works as game client engineer for game-play and service integration using C# language as client end development, Java for backend essential data communication and Node.js for socket communication.

AUG 2019 – JAN 2020

Sr. Software Engineer/ Together Initiatives Ltd.

Requirement analysis & Design production pipeline. Game-play and service design & development. Define, lead and encourage continuous improvement of the team delivery and development processes.

SEP 2018 – JULY 2019

Sr. Game Developer/ Rise Up Labs

User Interface implementation and interaction. Data management from back-end server using RESTful API with JWT (JSON Web Token). Features integration (Signup system, Dynamic store, Local Payment Gateway and Carrier Billing, Inventory system, Player Profile, Leaderboard, Treasure Redeem System, Subscription System, Newsfeed, Message Inbox System, Daily Login Reward, Daily Task, Ad Network integration, Data security etc.

Completed Project for the Company: Real-time last man standing multiplayer Battle Royale style game [Treasure Wars](#) for the client [Robi Axiata Ltd.](#)

APR 2016 – AUG 2018

Sr. Software Engineer (Team Lead)/ Gagagugu Games

Service design & development, Requirement analysis & Design production pipeline, Planning marketing strategies, Planning & development of Conversational Chatbot. Instant game a new HTML5 cross-platform gaming for Messenger.

Completed Projects: [Android](#) and iOS games, gaming portal (HTML5 Games), Conversational Chatbot.

SEP 2015 - MAR 2016

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

Completed Projects: [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.

Completed Projects: [Ludo Friends](#), [Rickshaw Climb Racing](#), Meena The Game – UNICEF

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

Education

DECEMBER 2012

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

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

Interests

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

“References upon request”