MD KAMRUZZAMAN TUSHER

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SUMMARY

Passionate Game Developer with a strong background in 3D game development. Proficient in game programming using Unity and C#, I prioritize maintaining a robust and sustainable code base by following best practices and design patterns. My adaptability to diverse projects and effective collaboration skills ensure the delivery of engaging and user-friendly games that exceed expectations. Let me leverage my expertise and creativity to elevate your game development projects to the next level.

EXPERIENCE

Freelance Game Developer   **May 2023 - Present**
Personal leave of absence   **February 2022 - April 2023**

Senior Game Developer
Playense   **April 2021 - January 2022, Dhaka**
- Developed 2 games from prototyping to publishing as per the Game Design Document by implementing game logic, level design, level progression, and UI.
- Implement 3D humanoid animation, animation rigging, IK, and active ragdoll systems to achieve physics-based character movements.
- Crafted VFX utilizing ParticleSystem, Shader Graph, and VFX Graph.
- Integrated 3rd-party analytics and monetization SDKs to monitor KPIs.
- Updated existing games with new levels and mechanics based on publisher feedback.

Game Developer
Orion Games   **March 2020 - February 2021, Dhaka**
- Developed a 3D car racing game with 7 tracks and 3 modes, optimized for Amazon Fire TV and Fire Tablet.
- Crafted a 3D platformer game with character customization, 2 modes, and 40 levels.
- Prototyped a 3D bike stunt game with bike customization and 32 levels.
- Ported 4 WebGL games to the TBS news website.

Software Engineer
The Mascoteers   **May 2016 - June 2019, Dhaka**
- Developed 5 projects from concept to release, collaborated on 5 other projects, and created 4 prototypes.
- Maintained Dropple and Stairway by consistently introducing new game modes and content.
- Updated 5+ games periodically by implementing new features and optimization.
- Contributed to a LEGOfied version of the Dropple project partnered with LEGO.

Game Developer
Skytapper Games   **September 2015 - April 2016, Dhaka**
- Designed and developed 8 small games tailored for children with quick and easy game mechanics.
- Applied animations, effects, and user interfaces to enhance the overall polish of the games.
- Integrated 3rd-party SDKs for analytics and various monetization techniques.

EDUCATION

Bachelor of Science in Computer Science and Engineering
Ahsanullah University of Science and Technology • Dhaka, Bangladesh • 2015 • CGPA: 3.1/4.0

SKILLS

Unity, C#, OOP, Git, Game Prototyping, Game Design, Level Design, Performance Optimization, Animations, Visual Effects, UI Design, Netcode for GameObjects, Ads Mediation, Analytics, In-App Purchase, Push Notification

AWARD

Microsoft Imagine Cup 2015 National Finals
Winner of the Microsoft Imagine Cup 2015 National Finals in the Game Category.

PROJECTS

Explore project details on the Portfolio site: **tkamruzzaman.github.io**