

MD. NAZMUS SADIQ

Unreal Engine Gameplay Programmer

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PROFILE

Creative and detail-oriented game developer with hands-on experience in **Unreal Engine**, specializing in developing small-scale 3D games. Proficient in implementing gameplay mechanics, **Blueprint**, and optimizing performance for smooth user experiences. Passionate about interactive design and exploring innovative game ideas. Eager to contribute to dynamic teams and grow within the game development industry.

EXPERIENCE

Unreal Engine Developer February 2025 – June 2026
Stroyed Studio Remote

- Worked in gameplay and level design of a **story-based horror game** for PC.
- Worked in gameplay implementation of a **multiplayer shooting game** for Android.

Industrial Trainee (Unity) September 2025 – October 2025
Battery Low Interactive Dhaka, Bangladesh

- Completed industrial training on **Unity** and created a Unity game from scratch as the training project.

EDUCATION

Islamic University of Technology 2021 – 2026
BSc. in Computer Science and Engineering

Barishal Cadet College 2015 – 2021
SSC and HSC

SKILLS

Game Development: Gameplay Programming, Game Design, Level Design, Performance Profiling & Optimization

Engines & Tools: Unreal Engine 5 (Blueprint and C++), Unity, Blender, Azure DevOps, Git, GitHub

Programming: C++, C#, Object Oriented Programming (OOP)

ACHIEVEMENTS

- **Global Finalist of GameJamPlus, Brazil 2026** – Team Leader of the only South Asian team to reach the Global Finals after a 7-month competition cycle.
- **2nd Runner-Up, BUET GameJam 2024.**
- **Event Head, GameJam – IUT 12th ICT Fest 2026** – Led the organization of the university's game jam event.

LINKS

🌐 Portfolio 🔗 LinkedIn 🐙 GitHub 🎮 Itch.io

REFERENCES

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