

FAHIM FAYSAL

[Portfolio](#) [E-mail](#) [Github](#)

SKILLS

Gameplay Programming | AI programming
Level Design

FRAMEWORKS/TOOLS

Unity3D
Unreal Engine

Git
Github

Trello
Notion

LANGUAGES

C#

C++

Python

JavaScript

EDUCATION

B.Sc. in Computer Science and Engineering

Bangladesh University of Engineering and Technology

2018 - May 2023

COMMERCIAL PROJECTS

Control : Override | Unity

2020

[Steam](#)

- Designed and implemented the core game mechanic, the ability to **share controls with and glitch into objects**.
- Designed and implemented **gameplay interactions/level elements** that build upon the core mechanic.
- Designed **47 puzzle levels** utilizing the above.
- Wrote a Raycast-based platformer **character controller** that worked with the glitch mechanic.
- Worked with a **publisher(Brainstation23)** and shipped the game on **Steam**.

PERSONAL PROJECTS

Neon Heart Overdrive | Unity

Design Den Jam 2023

2023

[itch.io](#)

- Implemented FPS combat with gun spread, ammo management, hitscan etc.
- Implemented enemy AI using a **custom BT/FSM library I wrote(BTSM)**
- Implemented and optimized an **enemy cover** system.
- Won first place** in the Design Den jam 2023.

BTSM: Behavior Tree + FSM AI Framework | Unity

2023

[Github](#)

- Wrote a **Behavior tree** system with sequence, parallel etc. nodes.
- Wrote a flexible **Hierarchical Finite State machine** system that works with BTs.
- Wrote **custom Unity Editor scripts** for runtime debugging the FSM/BT.

Your Bullets, Our Hell | Unity

BrainJam 2021

2021

[itch.io](#)

- Implemented a **top-down arena bullet hell** combat system.
- Designed and implemented an enemy mind control mechanic.
- Implemented a **bullet spawn system** that can spawn bullets in diverse geometric patterns.
- Optimized **object pooling** bullet spawning via **Object pooling**
- Won 2nd place** in **Brain-Jam 2021**

Phantom Reverie | Unity

2019

[itch.io](#)

- Implemented **soulslike combat** mechanics(melee/ranged combat with stamina/dashing).
- Implemented a ticketing based **AI combat director**.
- Implemented **Finite State Machines** for individual enemy AI.
- Implemented swipe-based **touch controls** for **mobile**