FAHIM FAYSAL

🌐 **Portfolio** ✉ **E-mail** 🐱 **Github** 📞 **+8801797128891**

SKILLS

Level Design | Gameplay Programming
Game Design

FRAMEWORKS/TOOLS

Unity3D
DoTween
Probuilder

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Git
Github

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Trello
Notion

LANGUAGES

C#

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C++

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Python

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JavaScript

EDUCATION

B.Sc. in Computer Science and Engineering

Bangladesh University of Engineering and Technology

📅 2018 – May 2023

WORK EXPERIENCE

Level Designer/Gameplay Programmer

Brainstation-23

📅 2023-Current

- Designed **level design blockouts** in Probuilder.
- Designed **combat encounters** and **boss fights**
- Designed and implemented **gameplay sequences** and **set-piece puzzles**.
- Designed and coded enemy AI using **Unity's behavior tree system**.
- Developed unity custom editor tools to speed up level design.

COMMERCIAL PROJECTS (SELF)

Control : Override | Unity3D, C#

📅 2020   🔗 Steam 🔗 XBox

- 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.
- **Shipped** the game on **Steam** and **XBox**.
- Implemented **localization support** for English and Japanese.

NON-COMMERCIAL PROJECTS(SELF)

Compress(space) | Puzzle-Platformer | Unity3D

Ludum Dare 54

📅 2023-Current   🔗 itch.io

- **Implemented** a space manipulation mechanic
- **Dsigned 70+ levels** utilizing the space manipulation mechanic.
- **Won 10th place in the innovation category** among 1500+ entries in **LD54**.

Neon Heart Overdrive | Unity3D, C#

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**
- **Won first place** in the Design Den jam 2023.