TASIF HOSSAIN EMON

GAME DEVELOPER & LEVEL DESIGNER

CONTACT DETAILS

- 📞 +880 1979648494
- ✉️ tasif.grandfleet@gmail.com
- 🏠 36. No Earshal, Dhaka-1230
- 🌐 https://tasifhe.github.io
- in linkedin.com/in/tasif-hossain-emon-70b372202/

EXPERTISE IN UNITY

- Expertise in C# and Unity scripting.
- Proficient in 2D and 3D game development.
- Experienced with Unity UI and UX design.
- Skilled in multiplayer and network game programming.
- Proficient in game performance optimization.
- Experienced with cross-platform game deployment.
- Familiar with Unity's physics and animation systems.
- Skilled in using Unity's Shader Lab and custom effects.
- Proficient with version control systems like GIT.
- Understanding of software architecture and design patterns.
- Ability to integrate third-party APIs and plugins.
- Strong debugging and problem-solving skills.
- Effective in Agile project environments.
- Skilled in using telemetry and analytics tools.

ABOUT ME

Robust experience in creating games while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations. Besides I'm a competitive programmer trying my best to get to the top.

WORK EXPERIENCE

Tap Studios (Canada) | Dec 2023 - May 2024
Project Manager

- Defining project scope and goals.
- Planned and scheduled project timelines.
- Allocated resources and budget.
- Coordinated internal and external teams.
- Ensured quality standards are met.
- Managed project risks and issues.
- Maintained communication with stakeholders.
- Reporting on project performance.

QP Studios | Mar 2023 - Present
Lead Level Designer

- Oversee the design and implementation of game levels.
- Mentor and manage the level design team.
- Set and enforce level design standards and practices.
- Analyze playtesting feedback to refine levels.
- Optimize level design processes and workflows.
- Coordinate with other departments to integrate level components.

EXPERTISE IN LEVEL DESIGN

- Proficient in Unity's Terrain Editor and Scene Management.
- Expert in creating balanced and engaging game levels.
- Skilled in environmental storytelling and spatial design.
- Mastery of AI pathfinding and NPC placement.
- Knowledge of procedural content generation.
- Experienced in single-player and multiplayer level design.
- Proficient in optimizing levels for various platforms.
- Skilled with Unity's lighting and particle systems.
- Strategic use of sound for immersion.
- Incorporates player feedback to refine levels.

ACHIVEMENTS

- Got 5th on BUET Game Jam 2023
- ICPC DHAKA REGIONAL 2023 ONSITE and solved two problems, achieving 183rd position in the standings.
- Runner-Up - Intra Department Software Competition

SKILLS

- Programming (e.g., C#, C++, Python, GD Script)
- Visual Scripting
- Game engine expertise (Unity, Unreal Engine, Both 3D & 2D)
- Mobile development (iOS, Android)
- Network and multiplayer game programming.
- Physics programming
- UI / UX
- Database management (MongoDB, MySQL)
- Performance optimization
- Cross-platform development

RiseUp Labs | Sep 2023 - Present
BDR & SDR

- Identified and researched potential clients and markets.
- Initiated contact with prospective clients through cold calls, emails, and social outreach.
- Developed and maintain business relationships with new and existing clients.
- Collaborated with sales and marketing teams to align strategies.
- Scheduled meetings and demos for the sales team.
- Prepared reports on sales and pipeline status.
- Attended industry events and conferences to generate leads.
- Track and report on sales activities and targets.

Utopia (France) | Sep 2021 - Mar 2022
Senior Developer & Level Designer

- Designing, creating, and balancing interactive game levels and environments using Unity's Terrain Editor and other tools.
- Collaborating with art and design teams to ensure level design supports both the aesthetic and gameplay objectives.
- Implementing NPC behaviors and AI pathfinding to enhance gameplay dynamics and challenge.
- Programming core gameplay mechanics and interactive elements using C# in Unity.
- Developing and maintaining code for game functions, including AI, game controls, and user interface.

Lucid Labs (India) | June 2021 - Jan 2022
Senior Game Developer

- Lead complex game system development using advanced programming.
- Design robust, scalable code solutions.
- Manage integration of all game assets.
- Direct testing and debugging to ensure quality.
- Maintain version control and documentation.
- Coordinate with cross-functional teams to ensure cohesive project execution.
- Research and implement new technologies and development methods.

- Level/environment design
- Scripting for interactive elements
- Texturing and lighting
- Terrain sculpting
- Storyboarding and narrative development
- Spatial design and architecture
- User experience design
- Pacing and flow control within levels
- Puzzle and challenge creation
- NPC placement and behavior settings
- Use of sound and music effectively
- Player feedback implementation
- Prototyping and iteration
- Data-driven level adjustment
- Playtesting and usability testing
- Environmental storytelling
- Resource management
- Project Management

INTERESTS

- Playing Games
- Reading
- Watching Anime

LANGUAGES

- English (Fluent)
- Bengali (Native)

REFERENCE

Arman Hossain
Sr. Integration Engineer
Terminal49, San Francisco, CA.
arman@superfixer.io

GRANDFLEET | Jan 2020 - Present
Co- founder & LLD

- Establish and execute company vision and strategic direction.
- Manage overall operations and lead decision-making processes.
- Cultivate partnerships and maintain stakeholder relationships.
- Oversee the design and implementation of game levels.
- Mentor and manage the level design team.
- Lead the development of new level concepts and prototypes.

MindFisher | May 2020 - Nov 2020
Junior Game Developer

- Develop game mechanics under senior guidance using C#.
- Collaborate on game concepts and prototypes.
- Write, test, and debug game code.
- Assist with game asset integration.
- Update content and implement new features post-playtesting.
- Document code for future reference.

EDUCATION

Bachelor in Computer Science & Engineering
Shanto-Mariam University of Creative Technology
2022 - 2026 (Expected)