A Akil Ahamed

Game Developer | Game Designer | Computer Engineering Graduate

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◦ Profiles ◦

in iamakilahamed

◦ Education ◦

National University of Singapore
Bachelor of Engineering (Computer Engineering) (Hons)
Interactive Digital Media
August 2019 - May 2023

◦ Hard Skills ◦

Game Design Principles

Game Mechanics

Prototyping

UX/UI Design

Unreal Engine, Unity

C++, C#

◦ Soft Skills ◦

Communication Skills

Teamwork

Problem-solving

Passion for Games

◦ Certifications ◦

Unity Certified Associate
Unity Technologies

◦ Awards ◦

Best Project Award
National University of Singapore

Led design for 'Playtime Punchout!', which won 'Best Project Award' at the NUS 22nd STePs showcase

Summary

Graduated with a B.E. in Computer Engineering with a focus on Interactive Digital Media, I aim to leverage my technical knowledge and deep understanding of game design principles from my experience at Ubisoft to create sophisticated game mechanics. I am prepared to take on challenges and grow within a dynamic team to create memorable gaming experiences.

Experience

National University of Singapore
Research Engineer
Singapore
August 2024 - Present

- Served as a Game Designer to build a Project Management simulation game using **Unity** to teach project management to adult professionals and learners

Ubisoft
Game Design Intern
Singapore
November 2023 - May 2024

- Worked on naval features for an upcoming Assassin's Creed game
  - Designed and iterated on **3C's** and **tutorials** for naval gameplay
  - Prototyped **demos** of naval features and test areas
  - Defined and redefined **workflows** and best practices, improving the efficiency of Level Designers
  - Created **documentation** on systems
  - Managed and collaborated with developers from other co-development studios in different timezones to integrate naval features into the world

Alter-Learning Educational Platform Inc.
Game Developer
Singapore (Remote)
July 2023 - December 2023

- Worked on VR Human/Animal Anatomy game using **Unity**
  - Programmed VR-compatible player controller and interactable items (**C#**)

Playing Games

Assassin's Creed, Witcher 3, Red Dead Redemption 2, Last of Us, Spiderman

Sports

Soccer, Table Tennis

Creating Immersive Games

Dedicated to designing gameplay features that immerses and entertains players

Experience

RadX Group

Unity / Unreal Engine Developer Intern

January 2022 - June 2022

Singapore

- Developed metaverse platforms, Kalphaverse using **Unreal Engine 4** and MigX using **Unity**
  - Implemented character controller and interactable items
  - Integrated multiplayer replication using a client-server model for Kalphaverse (**C++**) and Photon for MigX (**C#**)
  - Programmed a multiplayer lobby for hosting/joining game sessions

Projects

Playtime Punchout!

Fast-paced, action multiplayer boxing game. Using Unreal Engine 4

- Programmed character controller (**C++**) and player HUD
- Designed and developed a combat system with omnidirectional leaning and unique abilities for each playable character
- Implemented character selection UI that supports split-screen local multiplayer
- Scripted interactive cutscenes

Wild Wary West

Assymetric online multiplayer game of teamwork and betrayal. Using Unreal Engine 4

- Programmed character controller (**C++**), interactable items and player HUD
- Designed and developed gun combat and player abilities
- Integrated multiplayer replication for gameplay mechanics using Steam Online Subsystem

The Legend of Thor

Single player 2D action platformer. Using Game Maker Studio 2

- Programmed character controller, interactable items/NPCs and player HUD
- Designed and integrated ground/air/ranged combat
- Implemented 4 enemy AI types and 5 AI bosses using Finite State Machines
- Scripted interactive cutscenes and dialogues