



Farhan Rashid

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Bio

Aspiring Game Developer and Pixel Artist. I love to play games and participate in game jams. Retro game enthusiast.

Portfolio

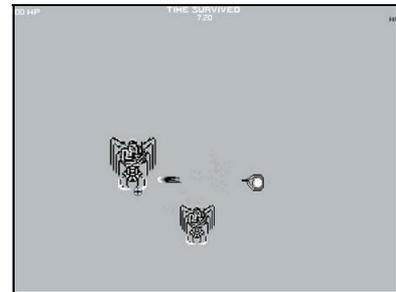
Snapshots from few of my works



TrickOrTreat



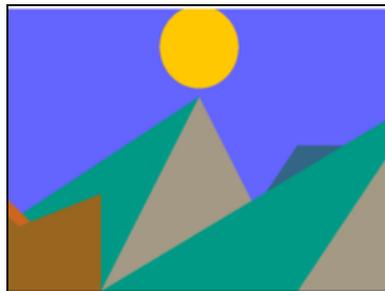
Asteroid Dodger



BugKiller



Project SHUMP Demo



Scenario in OpenGL



Match Pair Game

Work experience

Game Designer Intern

September, 2018 - December, 2018

iQuantile

Designing game Level, gameplay, sprites, animation.

Working with a team for a 2D Bullet Hell Shooter and a 3D Platformer.

Working With Adobe Photoshop, Unity Engine, Trello

Skills

Unity 3D



Working knowledge on 2D & 3D physics system, Vuforia SDK, Unity Collab, Animator and Animation, basic knowledge on shaders, particle system and navmesh.

| | |
|----------------------------|--|
| C# |  |
| | Programming experience with C# for Unity scripts, Visual Forms and windows applications. |
| Adobe Photoshop |  |
| | Image editing, UI design, drawing pixel arts and animation for 2D sprites. |
| OpenGL |  |
| | Learned to use OpenGL for creating 2D scenes and games. |
| Pixel Art |  |
| | Able to draw pixel art sprites and assets. |
| Web Development |  |
| | Basic knowledge on CSS,HTML, JS and PHP. |
| Fluency in English. |  |
| | Fluency in writing & speaking in English. |

Education

| | |
|---|-------------|
| Bachelor of Science in Computer Science and Engineering | 2014 - 2018 |
| American International University Bangladesh | |
| <p>Focused Courses :</p> <p>Computer Graphics</p> <p>Object Oriented Programming 2, C#</p> <p>Web Development</p> <p>Software Engineering</p> <p>Software Requirement Engineering</p> | |
| Higher Secondary Certificate | 2012 - 2014 |
| SOS Hermann Gmeiner College | |
| Secondary School Certificate | 2010 - 2012 |
| SOS Hermann Gmeiner College | |

Projects

- Bug Killer, endless top down shooter for BTP Game Jam made with Unity.
- Halloween Crafty, A Demo for a halloween crafting game using Unity.
- Book Store Management System, built with WindowsForm,C# and Local SQL Server.
- TravelGeeks (Travel Blog), made with core htm,css, php javascript and sql using xamp server.
- Titanic(An Interactive Playful Scenario made with OpenGL) .
- Spitfire(2D Bullethell Demo) made with Unity.
- An Experimental Project to aid CS learners with AR, thesis project for Bachelor. A marker based AR system made with Vuforia SDK.