

MESBAH UR RAHMAN

Game Developer

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Portfolio: <https://murahman.com>

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Upwork: [upwork.com/freelancers/~01c1152ed6bbc4606a](https://www.upwork.com/freelancers/~01c1152ed6bbc4606a)

PROFESSIONAL SUMMARY

I'm a Game Developer with 4+ years of professional experience working across gameplay programming, technical design, and 3D art in Unreal Engine 5, C++, and Blueprint Visual Scripting. I focus on modular, data-driven systems that are easy to extend and maintain across all three disciplines.

I recently completed my Master's in Expanded Media at Darmstadt University of Applied Sciences, with a thesis comparing sensory engagement across VR and non-VR platforms. On Upwork, I held a Top Rated Plus badge with a 100% job success score across four years of professional work, collaborating in cross-functional teams of ten or more.

SKILLS

Programming Languages: C++, C#, Blueprint Visual Scripting

Game Engines & Frameworks: Unreal Engine 5, Unity 3D

Platforms: PC, Android, iOS, VR (Meta Quest, SteamVR)

Frameworks: AR Foundation, Vuforia

3D Art Tools: Blender 3D, Zbrush, Substance Painter, SpeedTree, Marmoset Toolbag, Krita

Tools: Visual Studio, Git, Jira, Trello

Languages: Bengali (Native), English (Proficient)

WORK EXPERIENCE

Freelance Game Developer | Upwork | 07/2020 – 09/2024

Specialization: Gameplay Systems & Mechanics Implementation

- Top Rated Plus badge · 100% job success score.
- Shipped gameplay systems, technical design, and 3D art across PC, Android/iOS, and VR.
- Collaborated with cross-functional teams on multiple long-term projects.

PROJECTS

Vaporwave Skateboarding | *Android, iOS | Unreal Engine, C++, Blueprint Visual Scripting*

Team Project (10+ People) | Gameplay Programmer & 3D Artist | Shipped Commercial Title | 50K+ Installs

- Served as gameplay programmer and 3D artist on a 10+ person commercial mobile team.
- Shipped to 50K+ installs on Android and iOS.
- Built season pass, IAP store, and character customization as interconnected live-service systems.
- Implemented audio visualization by mapping live frequency bands to in-world object scale transforms.
- Shipped Google Play and Apple Game Center integration with achievements, leaderboards, and cloud save via platform-specific plugins.

Range | PCVR & Standalone VR | Unreal Engine 5, C++, Blueprint Visual Scripting

Solo Project | Gameplay Programmer

- Built a master weapon class with all properties Blueprint-exposed. New weapon types required a child class and no code changes.
- Delivered four weapon types from a single base, each with distinct feel, sound, and behaviour.
- Implemented physical grab, two-hand grip, manual magazine reload, and per-weapon haptic feedback.
- Timer-based practice range with static and moving targets and personal best tracking across sessions.

Survive & Fry | PC | Unreal Engine 5, C++

Team Project (3 People) | Gameplay Programmer & Game Designer

- Built a DataTable ingredient system. New food types required six lines of code and one data row.
- Designed asymmetric timer penalties (correct serves add 5 seconds, wrong deduct 10) to drive tension without frustration.
- Praised by the jam community for polish, feel, and clean visuals at launch.

Ascend | PC & PCVR (Meta Quest, SteamVR) | Unreal Engine 5, Blueprint Visual Scripting

Solo Project | Gameplay Programmer & Game Designer

- Single UE5 codebase for VR and PC. Platform switch required three configuration changes with no code branching between versions.
- Implemented a multi-state stealth AI with all difficulty variables tunable without code changes.
- Adapted six traversal mechanics across VR and PC with platform-appropriate interaction models.

Additional projects are available at <https://muraahman.com>, including an interactive 3D solar system (Unreal, data-driven via CSV using real NASA planetary data) and an AR dual-framework app (Unity, AR Foundation + Vuforia).

EDUCATION

Master of Arts in Expanded Media | 10/2024 – Present

Darmstadt University of Applied Sciences, Germany

- Focus Area: Expanded Realities (VR/AR/XR) | Grade: 1.2
- All coursework & thesis completed
- Thesis: Comparative Analysis of Sensory Engagement, User Control, and Comfort in Virtual Reality and Non-VR Games (published on [Zenodo](#))

Bachelor of Science in Computer Science and Engineering | 01/2016 – 03/2022

Khulna University, Bangladesh