Mesbah Ur Rahman

Gameplay Programmer

Offenbach am Main, Germany | mesbah@murahman.com

Portfolio: murahman.com
Github: github.com/murahman-dev
LinkedIn: linkedin.com/in/mesbah-ur-rahman997
Upwork: upwork.com/freelancers/~01c1152ed6bbc4606a

PROFESSIONAL SUMMARY

I'm a Gameplay Programmer with 4+ years of professional experience building gameplay systems in Unreal Engine 5, C++, and Blueprint Visual Scripting. I specialize in writing modular, efficient code and enjoy exploring new technologies in a constantly changing field.

SKILLS

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

Game Engines: Unreal Engine 5, Unity 3D

Platforms: Android, iOS, PC, PCVR, Meta Quest

Frameworks: AR Foundation, Vuforia

Tools & Technologies: Visual Studio, Git, Jira, Trello, Blender 3D

Languages: Bengali (Native), English (C1), German (A2 – In Progress)

WORK EXPERIENCE

Freelance Game Developer | Upwork | 07/*2020 – 09/2024*
Specialization: Gameplay Systems and Mechanics Implementation

- Top Rated Plus badge · 100% job success score
- 2,000+ hours on a single shipped commercial title, with additional projects under NDA across PC and Android/iOS
- Shipped gameplay systems with cross-functional teams of ten or more across multiple long-term contracts

EDUCATION

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

Darmstadt University of Applied Sciences, Germany

- Expanded Realities | Grade 1.2 (with Distinction)
- All coursework completed
- Thesis submitted March 2026 | Comparative Analysis of Sensory Engagement, User Control, and Comfort in VR and non-VR Games (published on Zenodo)

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

Khulna University, Bangladesh

- Degree awarded in March 2022

PROJECTS

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

2021–2024 | Team of 10 | Gameplay Programmer

Breakdown – murahman.com/vaporwaveskateboarding.html

- Built and shipped core gameplay systems for a live commercial mobile title across a three-year contract.
- Designed the master shader driving the game's vaporwave visual identity.
- Built season pass, IAP store, and character customization as interconnected live-service systems. New seasons required no code changes.
- Built a procedural tile system tied to scoring and difficulty progression.
- Implemented audio visualization by mapping live frequency bands to in-world object scale transforms.
- Built cloud save with per-player data sync over a REST API round-trip between client and server, keyed on a unique account ID.

Tactical AI Showcase | *PC | Unreal Engine 5, C++*

2026 | Solo Project | Gameplay Programmer

Breakdown – murahman.com/tacticalaishowcase.html

- Built three enemy roles (Suppressor, Closer, Flanker) that coordinate through a shared world subsystem.
- Implemented sight, hearing, and damage perception feeding a multi-state behavior tree.
- Designed and implemented an arc-based flank system with EQS.
- Exposed perception ranges in a runtime Slate panel for quick tuning and testing.
- Built schema-versioned save and load structure with a guard that rejects mismatched snapshots.

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

2025 | Solo Project | Master's Thesis | Gameplay Programmer & Designer

Breakdown – murahman.com/ascend.html

- Designed and built a stealth-traversal game for PC and VR as the research artifact for a Master's thesis on cross-platform player experience.
- Built a single UE5 codebase for PC and VR where switching between the two platforms takes three configuration changes.
- Implemented a multi-state stealth AI with easily tunable difficulty variables.
- Adapted six traversal mechanics across PC and VR with platform-appropriate interaction models.

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

2023 | Team of 3 | Gameplay Programmer & Designer

Breakdown – murahman.com/surviveandfry.html

- Built a DataTable ingredient system. New food types required six lines of code and one data row.
- Designed preparation flow so the system rejects wrong steps rather than locking the player's order.
- Structured ingredient tracking with a TSet of FNames. No per-type casts required in combination logic.
- Praised by the jam community for polish, feel, and clean visuals.

Additional projects are available at murahman.com, including a VR shooter prototype (Unreal Engine, Blueprint-driven weapon system) and an AR dual-framework app (Unity, AR Foundation + Vuforia).