

# Md. Nurusshafi Evan

📍 Dhaka, Dhaka, Bangladesh ✉️ [nurusshafievan@gmail.com](mailto:nurusshafievan@gmail.com) ☎️ +8801778062911

[LinkedIn](#) | [Itch.io](#) | [GitHub](#)

---

## SUMMARY

With a robust technological background, I am dedicated to harnessing my expertise in game development to foster meaningful connections and deliver impactful solutions. My career goal is to spearhead cutting-edge projects that unite gaming communities and elevate user experiences. I bring a strategic outlook and a user-focused mindset to the table, striving to drive organizational growth and triumph through my work.

---

## EXPERIENCE

### Software Engineer

#### Brain Station 23

July 2023 - Present, Dhaka, Bangladesh

- Conceptualized brain-teasing puzzles to captivate player attention.
- Designed challenging gameplay mechanics for maximum player engagement.
- Played a pivotal role by contributing to create intricate gameplay experiences.
- Mentored and provided guidance to junior team members, fostering a collaborative and knowledge-sharing environment.

### Associate Software Engineer

#### Brain Station 23

March 2022 - June 2023, Dhaka, Bangladesh

- Developed gameplay functionality utilizing C# and object-oriented programming principles in a cross-platform environment.
- Created integrated user experience features, including AI and UI, and optimized gameplay mechanics for improved stability.
- Designed and created engaging virtual reality games for Meta Quest 2.
- Participated in crafting 6 small scale video games shaping up steady understanding and knowledge.
- Stayed updated on industry trends and emerging technologies, incorporating new knowledge into ongoing projects.

### Software Engineer Trainee

#### Brain Station 23

November 2021 - February 2022, Dhaka, Bangladesh

- Assisted in the development and maintenance of codebase, ensuring adherence to coding standards and best practices.
- Received and implemented feedback from peers, which led to improved code quality and project outcomes.

---

## PROJECTS

### Null Runner

[Project Link](#) • November 2023 – December 2023

- Created, managed all core and additional systems from scratch.
- Each system is created in a modular way to easily switch in and out at whim, additionally, they can be used in any other project without any hassle.

### Silent Scream

Brain Station 23 • [Project Link](#) • April 2023 - September 2023

- Collaborated with a team of 5 while planning and aiding in development in parts of the game system.
- Actively participated in developing core components of the game.
- Created modular systems that improved user experience.

### Football VR

Brain Station 23 • [Project Link](#) • August 2022 - October 2022

- Developed an exciting and engaging interactive entertainment game in virtual reality using Unity Engine.
- Applied animation blending and layering to achieve more fine-tuned and polished animations.
- Integrated API calls to custom back-end to handle player login, player stats sync and registration of new users.

### High Noon

Brain Station 23 • [Project Link](#) • May 2022 - July 2022

- Created a player vs. player video game from scratch.
- Implemented Photon Unity Networking to handle matchmaking, online lobby and player stats.
- Designed and implemented necessary VFX elements for the gameplay polish to achieve a refined final look.

## **Abyss Crawler**

[Project Link](#) • November 2021 - December 2021

- Used Unity Tilemap and other core packages to develop a small platformer video game.
  - Solved many challenges of game design and broaden my understanding of the Engine and related coding practices.
  - Completed a small game from conceptualizing to actualizing the final learning project.
- 

## **EDUCATION**

---

### **Bachelor of Science in Computer Science & Engineering**

BRAC University • Dhaka, Bangladesh • 2022 • 3.49 (out of 4.00)

---

## **SKILLS**

---

Leadership, Public Speaking, Communication, Adaptability, | Unity Engine, C#, Blender, Version Control, ASP.NET Core  
| Photoshop, Illustrator