

# ABU RAYAN BHUYAN

Game Programmer

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## PROFESSIONAL SUMMARY

A game developer with over four years of professional experience creating and publishing indie games. Known for rapid prototyping and building clean, efficient systems to solve complex problems. Looking for a developer role where I can contribute at a higher level, take on increased ownership, and grow within a collaborative studio environment.

## TECHNICAL SKILLS

**Languages:** C++, Blueprint Visual Scripting, C#, Python, GDScript

**Game Engines:** Unreal Engine 5 (Primary), Unity 6, Godot 4

**Unreal Expertise:** AI/Behavior Trees, Networking/Replication, Sequencer/Cinematics, Unreal Insights Profiling, Niagara VFX

**Systems:** Multiplayer/P2P Architecture, Steam API/Steamworks, Playfab Analytics, GPU-based Simulation, LLM/AI Integration

**Specializations:** Rapid Prototyping, Plugin Development, Performance Optimization, Multithreading

## PROFESSIONAL EXPERIENCE

### Game Developer | Vidribute

Oct 2022 - Present

- Developed FPS, cozy, and puzzle games for PC and Android platforms using Unreal Engine 5 and Godot
- Led development teams and onboarded new members, ensuring smooth project handoffs and knowledge transfer
- Collaborated with art department to optimize game assets, reducing draw calls and improving runtime performance

### Game Developer | SoftTech Engineering

Jun 2022 - Nov 2022

- Developed Car Stunt Simulation game featuring realistic physics-based vehicle mechanics
- Implemented responsive UI/HUD systems and integrated leaderboard analytics through Playfab SDK

### Freelance Game Developer

2022 - Present

- Solo-developed "Wicked West," a top-down roguelike survival shooter, full development lifecycle through Steam launch
- Created and published commercial plugin on Unreal Marketplace (Fab)
- Delivered scalable gameplay systems with comprehensive documentation and video tutorials for clients

## KEY PROJECTS

**Orbital Physics Plugin**(UE5/C++) – Developer: Orbital physics simulation, optimization and procedural generation

**Spell Conjurer**(Unity/C#/OpenAI) – Developer: Run-time compilation, optimizing prompt for LLM and AI Decision making

**Break The Chain**(UE5/Blueprint) – Programmer: Optimized network replication and fully scalable game mechanics

**Truffle Up**(UE5/C++) – Gameplay Programmer: Network replication and physics optimization for multiplayer

**Purrfect Collars**(Godot/GDScript) – Programmer: Pixel manipulation, Steam integration and data management

**Re:Birth** (UE5/C++) – Lead Developer: Technical design and structure for serious game, scalable narration system

## EDUCATION

**MSc Game Development (Programming)**- Kingston University, London

2025 - 2026

**BSc Computer Science and Engineering**- Eastern University, Dhaka | Summa Cum Laude

2018 - 2022

## ACHIEVEMENTS AND RECOGNITION

**London Student Sustainability Conference 2026**- Received "Best Overall Creative Project" award for game Re:Birth

**Gamescom 2025 (Cologne)**- "Golpo" showcased at international exhibition, selected by Hessen State for indie showcase

**Develop Brighton 2025**- "Truffle Up" showcased at Festival of Innovation, selected by Kingston University

**Vice Chancellor's Gold Medal**- Awarded September 2023 for achieving highest CGPA in graduating class