

Ridam Rahman

Game Programmer

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Profile

Male | Date of birth: 06/09/1995 | Nationality: Italian

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Technical Skills

- Programming Languages:
 - C++
 - C#
 - Java
 - Python
 - Scala
 - JavaScript
 - Typescript
- Known Libraries/Frameworks:
 - DirectX
 - SFML
 - Angular
 - Ionic
 - JQuery
 - Bootstrap
 - Struts2
- Game Engines
 - Unity
 - Unreal Engine
- Operative Systems
 - Windows
 - Linux
 - OS X
- Agile UX Design
- Software Engineering
- Software
 - Git
 - Photoshop
 - Anaconda
 - Office Suite

Relevant Experience in Game Development

Academic Projects

“Onirico” (DES502 – Game Design and Development) Lead Programmer/Designer 3 months	[Responsibilities] Partial design and full implementation of all gameplay mechanics using Unity, including: camera movement, player movement, enemy movement, stealth system, and UI elements.
“Procedural Scene” (CMP505 – Advanced Procedural Methods) Developer 1 month	[Responsibilities] Implementation of a 3D scene using DirectX 11, featuring a procedurally generated terrain with random noise, simplex noise, faulting, smoothing, dungeons generated through Voronoi regions, collision detection and post processing.
“Roll-A-Ball-AI” (MAT501 – Applied Mathematics and Artificial Intelligence) Developer 1 months	[Responsibilities] Implementation and comparison between two AI in Unity, built respectively using a rule-based system with a Finite State Machine, and an ML Agent with Reinforcement Learning,

<p>“SFML Hockey” (CMP501 – Network Game Development)</p> <p>Developer</p> <p>2 weeks</p>	<p>[Responsibilities]</p> <p>Implementation of a client-server infrastructure for a 2-player game similar to Pong, using the Super-Fast Multimedia Library.</p>
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Game Jams

<p>“Garden of Memories” (GameJobsLive Game Jam 2020)</p> <p>Game Designer, Artist, Storywriter, Programmer</p> <p>7 days</p> <p>Link: https://midrax.itch.io/garden-of-memories</p>	<p>[Responsibilities]</p> <p>Design of gameplay features, puzzles, storyboard and game art.</p>
<p>“Eliptica” (AltControl Game Jam 2020)</p> <p>AI Programmer</p> <p>7 days</p> <p>Link: https://github.com/Midrax/AltControlGameJam2020</p>	<p>[Responsibilities]</p> <p>Design and implementation of enemy movement and attack in Unity.</p>
<p>“Sparky & Smith: Under Repair” (Global Game Jam 2020)</p> <p>Developer, AirConsole/Controls Specialist</p> <p>3 days</p> <p>Link: https://github.com/Midrax/GGJ2020</p>	<p>[Responsibilities]</p> <p>Implementation of controls through AirConsole, within Unity</p>
<p>“Revolution” (AGDS Game Jam 2020)</p> <p>Programmer</p> <p>3 days</p> <p>Link: https://github.com/Midrax/Revolution-GameJam</p>	<p>[Responsibilities]</p> <p>Partial implementation of obstacles and gameplay mechanics within Unity</p>

Education

Abertay University 2019-2020	
<p>Computer Games Technology</p> <p>Relevant Modules:</p> <p>Thesis:</p>	<p>Master of Science</p> <p>Applied Mathematics and Artificial Intelligence, Game Design and Development, Advanced Procedural Methods, Programming for Games, Network Game Development</p> <p>“Using Generative Adversarial Networks for Content Generation in Games”</p>

Sapienza University 2015-2018

Computer Science	Bachelor of Science
Relevant Modules:	Fundamentals of Programming, Logic for Computer Science, Digital Electronics, Algorithms, Differential Calculus, Computer Architecture, Programming Paradigms, Operative Systems, Data Bases, Algebra, Computer Networks, Parallel and Functional Programming, Human Machine Interaction, Software Engineering, Automata, Complexity and Calculability
Thesis:	"QuBE - The Quiz Battle Editor: An environment for educational game development"

Employment

Full Stack Developer

PC-Cube

April 2018- July 2019

I've developed progressive web applications using Angular and Ionic for the public administration. I've also worked as a system administrator alongside IBM at the Ministry of Justice in Italy.

Hobbies and Interests

I like narrative entertainment and good music. I try to keep up to date with popular culture in any form, from standard literature and comic books to TV shows, anime, movies and, obviously, videogames. In my spare time I enjoy writing novels, sketching on my notebook, or composing music. I have published two short novels in Italian.

References Available upon request