Shanto islam

Unity developer | Programmer

Email: Shantogaming2001@gmail.com
Phone: +8801835634163
Location: Tangail, Dhaka, Bangladesh

Skills :

🧠 Programming Languages

➢ **C# (Advanced)** – Main language for Unity development
➢ **Java (Advanced)** – Started game development with Java
➢ **C++ (Intermediate)** – Learned core concepts and object-oriented programming
➢ **JavaScript (Intermediate)** – Used for backend scripting and integrating server-side logic
➢ **Python (Intermediate)** – Applied in AI experimentation and personal automation tools

🌐 Backend & Server Development

➢ **Node.js**, **Express.js**
➢ **Socket Programming**
➢ **Socket.io**, **WebRTC** (Real-time voice/data communication)
➢ **API Development** (REST APIs with Python & [Node.js](#))

🔧 Game Programming Concepts

➢ Object-Oriented Programming (OOP)
➢ Data Structures & Algorithms
➢ Game Mechanics Development
➢ **Animation Systems** (basic scripting-level)

🔧 Programming Patterns

➢ **Object Pooling** – Reusing inactive objects instead of creating/destroying them repeatedly, improving performance and
.   reducing memory allocation
➢ **Object Batching** – Reducing draw calls by combining similar objects into a single render operation, boosting rendering .
.   efficiency
➢ **Observer Pattern** – Allowing objects to subscribe and react to events or state changes in other objects (commonly used .
.   in UI and game state systems)
➢ **State Pattern** – Managing state-specific behavior in an organized way, often used in game AI and player states (idle,
.   run, jump)
➢ **Singleton Pattern** – Ensuring a class has only one instance and providing a global access point

👾 Multiplayer & Networking

➢ Real-time multiplayer with **Mirror** and custom servers
➢ TCP/UDP socket-level communication
➢ **Firebase** for matchmaking, leaderboards, cloud saves

🎨 Design & Development Workflow

➢ Experience in **GDD (Game Design Document)** creation
➢ Team leadership in **Hyper-Casual Game Development**
➢ UI/UX design, level design, and game balancing

🎮 Game Development Tools & Frameworks

➢ **Unity 3D**, **Realistic Car Controller (RCC)**, **Realistic Traffic Controller (RTC)**
➢ **Mirror (Multiplayer Framework)**, **Firebase (Auth, Realtime DB, Firestore)**
➢ **AR Development** (Facial AR, WebGL AR)
➢ Experience with **Unity Ads**, **AdMob**, and **In-App Purchases (IAP)**

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Job experience :

➤ Unity Game Programmer at Ghost Interactive, Bangladesh (Sep 2024 – Present)
➤ Unity Developer at Axonbyte, India (March 2025 –May 2025) Contract

Projects :

➤ Bus Simulator Bangladesh (Play Store URL) **(Ghost Interactive):** Developed gameplay mechanics, integrated ad networks, updated backend systems, and fixed critical bugs.

➤ BSBD Local Service (Play Store URL) **(Ghost Interactive):** Fixed critical bugs.

➤ **Action Car Racing (Client project at Ghost Interactive) [Project lead] :** Built game mechanics, UI, ad networks, and connected with Firebase for backend services.

➤ Little Dreamy Barn (Play store URL) **(Ghost Interactive) [Project lead] : Led a 5-person team to create a animal-simulation adventure with UI design and ads integration.**

➤ **Ludo online (Github URL)** **(Personal):** Developed full gameplay and backend system. I used Firebase for the backend.

➤ Color Crash (Play store URL) **(Ghost Interactive) [Project lead] : Led a 3-person team to create a casual game with UI design and ads integration.**

➤ Chess Multiplayer (Github URL) **(Personal):** Developed the full game with real-time multiplayer and a custom server using Node.js, Express.js, Socket, and Socket.io.

➤ Facial AR (App URL) (**Personal**): It is a WebGL project and does not require ARCore.

➤ Bricks factory simulator (Github URL) **(Personal):** This is my first Unity game project, and I completed the full game development.

➤ **Battle of the Fates (Github URL)** **(Personal):** This is my second project. It has better coding efficiency compared to the first one.

Additional personal projects are available on my GitHub profile (link provided at the top).

Education

Self-taught Game Developer
 Extensive learning through online courses and personal projects in game programming and development.