Tahmid Iqbal

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Summary

Game Developer with hands-on experience in Unity, Godot, Flutter, and web Frameworks. Recent CS graduate from BRAC University with a track record of building diverse projects—from retro gaming consoles and 2D platformers to productivity apps and full-stack marketplaces. Passionate about crafting interactive experiences, solving complex problems, and continuously learning cutting-edge tech.

Education

BRAC University — Dhaka, Bangladesh
Bachelor of Science in Computer Science & Engineering (CGPA: 3.26) — Fall 2021 – Summer 2025

Dinajpur Government College — Dinajpur, Bangladesh
Higher Secondary Certificate - HSC (GPA: 5.00) — 2020

Dinajpur Zilla School — Dinajpur, Bangladesh
Secondary School Certificate - SSC (GPA: 5.00) — 2018

Technical Skills

- **Game Engines:** Godot (GDScript), Unreal (C#)
- **Languages:** Python, C++, GdScript, Django, Dart, C, HTML, Tailwind CSS, PHP, JavaScript, React
- **Frameworks & Libraries:** Flutter, MERN Stack, ML/DL, React Native
- **Tools & Platforms:** Git, Linux, MySQL, MariaDB, STM-F446RE, Arduino, Raspberry Pi 4

Projects

Nintendo_XD: Retro Gaming Console | *emu8086 Assembly* — 2024
- Built a retro-inspired gaming console using 8086 assembly language
- Features classic games: Wordle, Rock-Paper-Scissors, Number Guesser
- Designed for educational and nostalgic gameplay; more titles in development
- Game Here

RougeKnight: 2D Platformer Game | *Godot Engine, GDScript* — 2024
- Developed a rogue knight adventure game with coin collection mechanics
- Built first level using free assets; live on itch.io
- Download & Play
- Watch Gameplay

PomoKaijuu: Mobile Productivity App | *Flutter, Firebase* — 2023
- Pomodoro-based app with task management, rewards, and gamification
- Designed for productivity with intuitive UI/UX
- Used GoogleAuth for authentication & Firebase for Database

Test-of-Strength: 2D Action Game | *Python, OpenGL* — 2024
- Developed and animated player character movements, attack and block transitions using OpenGL
- Visual design and character drawing pipeline in the `tahmid1_drawing_char` and `animation` branches
- Integrated combat mechanics, stances, and boss poise system for a dynamic gameplay experience

Expedition Compiler | *C, Lex (Flex), Yacc (Bison)* — 2025
- Compiler Design project themed around a fantasy expedition through syntax and semantics
- Implemented lexical analysis, syntax parsing, and modular symbol table system
- Includes token and error logging with fantasy-styled structured outputs

MordorSH: A Lord of The Rings Inspired UNIX Shell | *C, UNIX* 2025
- A custom UNIX shell in C inspired by Tolkien's Middle-earth, supporting core CLI operations
- Implemented piping, I/O redirection, command sequencing, and history navigation features
- Added themed commands like `neofetch`, `man`
- For immersive experience created `mkdir`,`cd`,`ls`,`echo`,`exit` & interrupt command

Student Management & Engagement System | *PHP, MySQL, HTML/CSS/JS* 2023
- Student Community forum, transportation booking, and blood donation modules
- Improved student engagement and system usability

Care4All: Medical Web Platform | *MongoDB, Express.js, React, Node.js* 2024
- Developed a healthcare platform serving humans and pets with appointment booking, hospital locator, and knowledge base features
- Integrated Google Maps API and secure patient-doctor communication routes
- Designed responsive UI and scalable backend for smooth multi-user experience

Budget Like A Raven: Personal Finance App | *Flutter, Dart, Material Design* 2025
- Built a cross-platform personal finance app to track income, expenses, remaining balance & recent transactions
- Developed intuitive UI with Flutter and Material Design for Android and iOS devices
- Implemented features for adding, viewing, and resetting financial entries, with plans for charts and category management

pookie_scheduler_prototype: University Class Scheduler | *C++, Dart, Swift, CMake* 2024
- Built a personal university class scheduler that shows class times and locations, adjusting schedules automatically during Ramadan
- Developed cross-platform functionality for desktop and mobile using C++, Dart, and Swift
- Integrated responsive UI updates and timetable logic for accurate scheduling

Smart Coffee Machine | *Arduino Uno, C/C++, I2C, PWM, OneWire* 2025
- Designed an automated coffee machine integrating sensors, actuators, and microcontroller logic
- Implemented brewing, mixing & mug detection using IR sensors, PWM motors, and temperature monitoring
- Communicated with OLED display via I2C and temperature sensors via OneWire for real-time feedback
- Watch on YouTube

ShopieeMart: B2B and B2C Marketplace | *MongoDB, Node.js, React, Tailwind CSS* 2024
- Developed a full-stack marketplace supporting both B2B and B2C with admin CRUD functionalities
- Built responsive frontend with React and Tailwind CSS and backend with Node.js and MongoDB
- Configured secure environment and database connections for reliable operation

Yoga Master Website: MERN Project | *MongoDB, Express.js, React, Node.js* 2024
- Implemented authentication, CRUD operations, and admin panel for user and content management
- Developed secure backend routes with Express.js and MongoDB
- Enhanced frontend UI with React for improved user experience

Solar Outcast: Top-Down Shooter Game | *Flutter, Dart, C++* 2024
- Top-down space shooter game in Flutter which navigate the solar system and battle enemies
- Implemented game mechanics including player movement, combat & exploration
- Game is live on itch.io: Play Now

VendingMachine_FSM: $60 Product Vending Machine | *Altera Quartus 8.1, Mealy FSM, Verilog, VHDL* 2025
- Designed a Mealy-based finite state machine to manage a $60 product vending machine problem
- Implemented state diagram, Verilog code, and waveform simulations for accurate transaction handling
- Developed hardware logic using Altera Quartus 8.1 integrating FSM concepts with VHDL and Verilog

RAVEN_VSFS: Very Simple File System Validator and Repair Tool | *C, Makefile* 2025

- Developed a file system image validator and repair utility for the Very Simple File System (VSFS) in C
- Implemented superblock, inode, and data block validation with interactive repair capabilities for inconsistencies
- Tracked block usage, detected duplicate/orphaned blocks, and ensured post-repair filesystem consistency

Ford Car Price Prediction | *Python, Jupyter Notebook, Machine Learning* 2024

- Built a model to predict Ford car prices with 88% accuracy using Logistic Regression
- Compared Logistic and Linear Regression for classification vs regression tasks
- Visualized model predictions and correlations to improve interpretability

Tiny Projects Vault | *Python* 2023 – 2025

- PyChatbot: Attempted chatbot implementation using APIs (limited by API tokens)
- Email Automata: Automated email handling with connection bug fixes
- Password Generator: Simple password generator utility
- QR Code Generator: Created QR codes with custom color palettes

Experience

Director of Press Release & Publications 2022 – 2025
BRAC University Computer Club (BUCC), Dhaka, Bangladesh

- Improved formal writing skills by creating tech-related articles in a corporate-like environment.
- Worked in a team to upgrade personal and professional capabilities.
- Participated in events like IntraHactive 1.0, IT Career Guidelines, and AI Workshop.

Director of Publication 2022 – 2025
BRAC University Communication & Language Club (BUCLC), Dhaka, Bangladesh

- Joined to enhance communication skills; transitioned from introvert to confident collaborator.
- Built connections and overcame social anxieties through team projects and events.
- Organized SPEAKATHON, Speak Bold, Cultural Exchange, Through The Lens, and Vocal Verse.

Trainings & Certifications

- Android Development – Angela Yu, Udemy
- Machine Learning – Andrew Ng
- Full-Stack JavaScript – The Odin Project
- Duke of Edinburgh International Award – Bronze Level

Soft Skills

- Team Collaboration, Problem-Solving, Time Management, Communication

Extracurricular Activities & Hobbies

- Robotics Enthusiast (Arduino & Raspberry Pi)
- Music (Rabindra Sangeet & LOFI), Vocal Verse – BUCLC
- Volunteer Work: BRACU 16th Convocation, TechConnect Career Fair
- Hobbies: Keyboard Modding, Competitive Gaming, Reading, Music

Languages

- Bangla (Native), English (Proficient), Japanese (Beginner)