

Mr. Mohammed Jahangir Uddin

I am an avid game programmer always looking to work on new projects to improve my skills. I have worked on numerous game projects with roles ranging from general programmer, lead programmer, producer and designer. I am self-motivated and I enjoy what I do; when I work on any project I will see it through to the very end.

Contact Details

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Skills

Languages	C++ - I have extensive experience in C++ having used it for over 3 years C# - I have used C# for a shorter period of time than C++ (only 2 years), but I have many projects that use C# as the main language (see Website for my projects) JavaScript – I have minor experience working with JavaScript (HTML5 and Unity)
Middleware	Unity – I have used Unity extensively over the past two years, with a variety of projects made using it (see Portfolio link) Unreal Engine 4 (UE4) – I have used UE4 for four months with projects still ongoing XNA/MonoGame – I also have extensive experience with XNA, having used it for several projects. Although XNA is no longer supported, my XNA skills are easily transferable to MonoGame UDK – I have used UDK in the past for a simple project and I have evaluated the software for a client CryENGINE – I have briefly used CryENGINE while evaluating it for a client Esenthel – Once again, I evaluated this game engine for a client Project Anarchy – Evaluated for a client
API / SDK	Direct3D/OpenGL – Minor experience using both DirectX and OpenGL APIs (DirectX for Windows computers, OpenGL ES 2.0 for Android and OpenGL for PS3) Android NDK – I have worked in Android NDK for the OUYA
IDE / Source Control	Visual Studio – I have used extensively for over 3 years. Eclipse – I have used Eclipse when working with Android NDK (1 year experience) Subversion – I have some experience with TortoiseSVN Git Extensions – I have used Git Extensions coupled with BitBucket (for hosting) as a source control tool for a variety of projects

Education

Honours Degree (2010 – 2014)

University of Portsmouth

BSc (Hons) Computer Games Enterprise, **Grade: First Class (1st)**

Includes units:

- Game Engine Evaluations (dissertation subject), **Grade: First Class (1st)**
My dissertation project involved exploring and evaluating several game engines for an industry veteran client. 36 engines was explored and 5 were deeply evaluated against a set of client defined requirements
- Games Production, **Grade: First Class (1st)**
- Video Game Start-up Company (placements)
- Winner of University prize: **JAGEX Award for Best Game Programmer**

National Diploma (2010)

Highbury College

Level 3 BTEC Media Production (Games Development) with the triple grade: Distinction Distinction Merit (DDM)

GCSE English (2009)

Highbury College

C(c)

5 GCSEs (2008):

St Luke's CE School

A* - C, includes B in *Mathematics*

Employment

2014 – 2014 (2 months) <i>University of Portsmouth</i> Research Assistant	This was initially a 1 month contract that was extended to 2 months, researching and developing a port of a Unity3D prototype into Unreal Engine 4. See details here: http://rita.me.uk/
2012 – 2013 (10 months) <i>The Game Hermits:</i> Programmer / Producer	The Game Hermits was a small development team that was set up as part of our sandwich year at University (placements). My initial role was that of secretary/programmer, but as later I was assigned the role of development lead or producer, while still programming heavily. My responsibilities varied widely, from managing meeting agendas (and taking minutes), to heavily programming in C++/C#, and to managing the entire team.
2008 – Present <i>Bengal Spice Takeaway:</i> Part-time Waiter	Serving and communicating with customers and dealing with enquiries that may arise; bookkeeping and recording of financial data (takings) as well as locking up the shop (important responsibilities). Working as a team with all the different roles at the workplace (Chef, Driver etc.) and working under pressure during busy periods.

Hobbies and Interests

Video Games (Playing and Developing)

I avidly play and develop video games. I enjoy playing video games with friends and family because I believe it be equivalent to bonding; you get closer to others and can better understand them through playing games with them (this is how we all made friends as children). And I also develop video games with a lot of my spare time (see website for project) because I like to bring joy to people through my video games.

Badminton (and other non-contact sports)

In the same way I enjoy playing video games with others, I enjoy engaging in sports with others as I feel it is a way to bond with friends and family and it is an excellent way to keep healthy!

Cooking and Baking

As I have stated previously, I love to bring smiles to the faces of everyone around me; one way I do this is to cook for people (I like feeding people). At the end of the day I want to maintain solid relationships with those close to me and I also want to be a source of joy for them. My hobbies and interests directly foster these traits.
