

Shakil Islam

Game Programmer

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📍 Stockholm, Sweden

🌐 [Portfolio](#)

🐙 [Github](#)

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About Me

Game programmer specializing in gameplay systems, AI development, and performance optimization. Skilled in Unreal Engine (C++/Blueprints) and Unity (C#), with experience in professional studios and academic projects. Passionate about writing clean, efficient code and continuously improving through new challenges.

Skills

Programming experience

C++, C#, Lua, Unreal Engine, Unity, HTML & CSS, Javascript, Typescript

Software

Jira, Github, Perforce, Miro, Trello

Languages

Native	Fluent
Swedish	English

References

Available upon request.

Work Experiences

Zyndrax LLC

May 2025 - Present | Remote

- Contributed to gameplay systems within a professional game development environment.
- Implemented core mechanics using Unreal Engine and C++.
- Operated under a strict NDA and version control workflows Git. Operating in remote environment.

Cortopia AB (Internship)

Sep 2024 - Jan 2025

- Collaborated within a Scrum and Agile environment as part of a 10-person multidisciplinary team.
- Designed and implemented engaging gameplay and interactive features for a VR project.
- Gained hands-on experience in virtual reality development, with a strong focus on user experience and immersive audio design.

Future Games (internal Internship)

Jun 2024 - Jul 2024

- Spearheaded the transition from Blueprint to C++ to enhance performance and maintainability.
- Collaborated with designers to deliver consistent, feedback-driven AI behavior.
- Refactored AI systems into modular components to streamline future development.

Game Projects

Epilogue - Unreal Engine 5 | C++ & Blueprint

System Programmer, AI consultant

4 weeks

- First-person roguelike shooter.
- Focused on AI programming and gameplay systems.

Space Adventure - Unity | C#

System Programmer

4 weeks

- First-person shooter co-op adventure.
- Implemented time-based events and cooperative mechanics.

Education

Medieinstitutet

Software development .Net

Aug 2025 - present

Higher Vocational Education

Future Games

Game Programming

August 2022 - January 2025

Higher Vocational Education