ABU RAYAN BHUYAN

London, UK | +44 7908 885440 | rayanjummand3x@gmail.com
LinkedIn: linkedin.com/in/abu-rayan-bhuyan | GitHub: github.com/D3xix | FAB: fab.com/sellers/ADexRa | Portfolio

PROFESSIONAL SUMMARY

Game developer with strong experience in C++ and Unreal Engine 5, transitioning into engine and systems programming. Skilled in building scalable gameplay systems with hands-on experience in multithreading, performance optimization, and simulation systems. Eager to deepen knowledge in low-level engine architecture.

EDUCATION

MSc Game Development (Programming) – Kingston University, London (2025 – 2026)
Modules: Machine Learning & Deep Learning, Connected Games Development, 3D Games Programming, Digital Studio Practice
BSc Computer Science & Engineering – Eastern University, Dhaka (2018 – 2022)
Graduated Summa Cum Laude (First Class) | Vice Chancellor's Gold Medal

ENGINE & SYSTEMS EXPOSURE

- Multithreading and parallel updates in Unreal Engine
- Real-time simulation systems (physics-based)
- Performance optimization, debugging, and profiling

PROFESSIONAL EXPERIENCE

Game Developer – Vidribute (Oct 2022 – Present)

- Developed modular and scalable gameplay systems in Unreal Engine using C++
- Built reusable camera and interaction systems with performance-focused design
- Collaborated with designers to implement structured gameplay mechanics

Freelance Game Developer (2022 – Present)

- Delivered end-to-end game systems with scalable architecture and clear documentation
- Developed and published "Wicked West", a top-down roguelike shooter on Steam

KEY PROJECTS

Orbital Physics Plugin (UE5/C++) *– Developer*

- Developed a CPU-based orbital simulation system handling 2,000–3,000 bodies
- Implemented multithreaded updates to improve performance and scalability
- Explored numerical stability, memory management, and real-time simulation constraints
- Designed the system with modularity and extensibility in mind

Truffle Up (UE5/C++) *– Gameplay Programmer*

- Implemented multiplayer replication and physics synchronization
- Improved gameplay stability under latency and optimized network performance

Break The Chain (UE5) *– Programmer*

- Designed and optimized network replication systems for scalable multiplayer gameplay

Re:Birth (UE5/C++) *– Lead Developer*

- Led technical design and implemented modular and scalable systems
- Developed systems contributing to an award-winning serious game project

TECHNICAL SKILLS

Languages: C++, C#, Python
Game Engines: Unreal Engine 5 (C++ & Blueprints), Unity, Godot
Systems & Programming: Multithreading, Parallel Processing, Multiplayer Architecture (Client-Server, Replication)
Other: Performance Optimization, Debugging, Modular System Design

ACHIEVEMENTS

Best Overall Creative Project — London Student Sustainability Conference 2026 (Re:Birth)
Gamescom 2025 Showcase — "Golpo" selected for Hessen State Indie Exhibition
Develop Brighton 2025 Showcase — "Truffle Up" (Festival of Innovation)
Vice Chancellor's Gold Medal — Highest CGPA in graduating class