Zubair Islam

Game Developer | Specializing in AR/VR, Steam, Xbox Porting | Delivering Projects for Top-Tier Industry Clients

Education

Military Institute of Science and Technology — Bangladesh
B.Sc. in Computer Science and Engineering (CSE) — *Passing Year: 2022*

Experience

Software Engineer — Jul. 2023 – Present
Brain Station 23 PLC — *Bangladesh*

- Developed and optimized cross-platform games using Unity and Unreal Engine, delivering high-quality experiences across Steam, Xbox, and VR platforms
- Shipped features and optimizations for commercial game projects with a focus on platform ports and production stability.
- Designed and implemented core gameplay systems, AI behaviors, UI/UX flows, and performance optimization tools for multiple in-house and client projects.
- Collaborated closely with design, art, and QA teams to maintain efficient production pipelines and ensure feature completeness.
- Mentored and trained junior developers, guiding them through Unity workflows, best practices, and performance debugging.
- Worked on game porting and platform integration, ensuring seamless transitions for Steam and Xbox releases, including achievement systems, build pipelines, and certification compliance.
- Utilized version control systems and CI/CD pipelines to streamline development and maintain project stability.

Associate Game Developer — Jul. 2021 – Jul. 2022
Bangladesh Army — *Bangladesh*

- Contributed to core gameplay mechanics and simulation logic, ensuring accurate vehicle physics, responsive control systems, and smooth user experience.
- Interfaced Unity with embedded systems, including servo motors, steering wheel components, and Arduino microcontrollers, enabling precise physical feedback and input synchronization
- Designed modular and maintainable code architecture to support hardware expansion and future simulation modules.

Junior Game Developer — Jan. 2020 – Sep. 2021
Orange Box Lab — *Bangladesh*

- Built gameplay systems and tools; delivered client projects and prototypes across platforms.

Projects

Silent Scream 2 — *Unity, C#* — Nov. 2023 – May 2025

- Developed core systems: Journal, Dialogue, Interaction, manual/auto save with achievement support.
- Converted project from URP to HDRP; implemented full in-game settings; created cutscenes with Timeline.
- Optimized animation pipeline and avatar creation; ported to Xbox and Steam.
- Store: store.steampowered.com/app/3023460

Silent Scream — *Unity, C#* — Jul. 2022 – Oct. 2023

- Contributed features; led Xbox porting; created multiple cutscenes; streamlined animation/avatar pipeline.
- Store: store.steampowered.com/app/1955750

Control Override — *Unity, C#* — 6 months

- Led Xbox porting and publishing; implemented cloud save, achievements, level progression for console.
- Store: store.steampowered.com/app/1406090

Westwood Manor — *Unity, C#* — Nov. 2021 – Mar. 2022

- Gameplay & mechanics (player controller, enemy AI, puzzles); UX/UI and interaction; cutscene management; game flow systems.
- Video: youtu.be/MqasepgJVuk

Polar Active Skater — *Unreal Engine* — 2 months

- Developed skating mechanism, character controller, UI, save/load, and Timeline-style in-game cutscenes.
- Video: youtu.be/E32j1MfgVaA

Achievements

- Published titles on Steam and Xbox: *Silent Scream*, *Silent Scream 2*, *Control Override*.
- Published article paper on about Shopping Experience on Augmented and Virtual Reality on Springer Journal

Certifications & Training

- CEH (Certified Ethical Hacker), EC-Council — 2018
- Industrial Attachment, Robi Axiata Limited — 2020

Technical Skills

Engines: Unity, Unreal Engine
Languages: C#, C++, Python, SQL (MySQL, Oracle)
Porting: Xbox, Steam
Platforms: Xbox, Steam, Mixed Reality/AR/VR