

Aiyan Humayun

Profile

An enthusiastic game developer with a thirst to implement and design good games.

Employment History

Quality Assurance Tester, Single Effect Studios

JANUARY 2023

Worked on the quality assurance testing of a fantasy game. Functionality, compatibility, and performance testing were the primarily used methods. Feedback was given through documentation to the dev team. I also applied my knowledge of game design to suggest improvements.

Associate Game Developer, Mindstorm Studios

OCTOBER 2021 — AUGUST 2022

Designed and implemented hyper casual games with emphasis on innovative ideas. I helped boost revenue of legacy products by improving visuals and SDKs, by making data driven decisions. I also worked with the research and design team of a golf simulation game.

Game Development Intern, Mindstorm Studios

JULY 2021 — OCTOBER 2021

Developed and designed a hyper casual game named "Rock, Paper, Scissors", which was crowned the winner of the Rookie Game Jam 2021. As a part of the internship, I gained understanding of the gaming industry dynamics, teamwork, and management.

Intern Unity Developer, Centaur Games Studio

FEBRUARY 2021 — MAY 2021

My responsibilities included designing levels for each of the games, translating requirements into clean and efficient code, animating different characters and objects, maintaining code, fix bugs and remove any other issues. I was also responsible for designing and making cut scenes for one of the games.

Intern Marketing Department, SiFive

JUNE 2018

During my time at SiFive, as a marketing intern I was responsible of organizing a hackathon and helping at a conference. I had the opportunity to interact with silicon industry leaders and learn the importance of scalability and organization.

Intern Graphic Design Department, Skadana

JUNE 2016 — AUGUST 2016

I was incharge of the marketing department where I added more to their social media.

Details

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Skills

C#

C++

Python

Game Design

Photography

Tools

Unity

Game Analytics

Figma

Rider

Microsoft Office

Education

BSc (Honours) in Computer Science, Information Technology University

AUGUST 2017 — AUGUST 2022

Media Director, ITU Amenity Club (IAC)

JULY 2018 — JULY 2020

Responsibilities included media and photography management. I managed a team of five which handled the social media and another team for photography.