Murshid Chowdhury

Programmer & 3D Artist (9+ years of experience)

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EXPERIENCE

Cakebyte
Founder / Lead Developer

2021 - Current

Business
- Spoke at events/summits from the perspective of a startup founder and a developer.
- Participated in accelerator programs and SME competitions.
- Created pitch decks, forming strategies and launching campaigns.
- Secured Top 25 spot in Etisalat by e&'s Hello Business Hub 2022 competition.

Technical
- Wrote authoritative netcode layer for game mechanics and voice communications (Mirror, Unity Netcode, Vivox, Dissonance).
- Implemented physics solutions for vehicles, characters (PhysX, DOTS).
- Concepted game rules, player experiences and progression using extraordinary game design principles.
- Built games for multiple platforms: Windows, Mac, Linux, iOS, Android, WebGL, Dedicated Server.
- Wrote efficient backend codes to deploy on cloud servers using Docker, Kubernetes (Google Cloud, AWS & Azure).
- Depoying tests, managing store listing and integrating third-party SDKs (OAuth, Steamworks, Epic Online Services, Unity Gaming Services).

Art
- Created complex 3D models of clothes, vehicles, props, etc. (Blender, Substance Painter, Marvelous Designer).
- Level-designed scenes with lightning, prefabbing, creating unique shaders (HDRP, URP, PBR, ShaderGraph, Addressables).
- Worked with clean Topology, UV unwrapping, texture painting and baking.

Freelance
Full-stack Developer

June 2018 - Dec 2020

Frontend (Angular + NX)
- Converted Figma/Illustrator designs into responsive web pages using HTML, SCSS, and Tailwind, ensuring pixel-perfect implementation.
- Built reusable Angular components, services, and models with TypeScript and RxJS, improving maintainability and reducing duplication.
- Managed multiple applications within a single NX monorepo, streamlining builds and code sharing across projects.
- Maintained version control with Git/GitHub, and collaborated through pull requests and code reviews.
- Implemented CI/CD pipelines with GitHub Actions (YAML) to automate testing and deployment.

Backend (Node.js + Express)
- Created RESTful APIs using Node.js and Express, following the Controller-Service-Repository pattern for clean separation of concerns.
- Worked with MySQL/PostgreSQL/Mongo databases, handling schema design, queries, and performance optimization.
- Improved ecommerce server performances by average +40% and made page loading times 5X faster for end users.
- Implemented a dynamic, multi-lingual and hyper fast search engine system using Elastic client.
- Ensured backend security and scalability through structured middleware and validation layers.
- Conducted peer code reviews, mentoring junior developers on best practices.
- Used Postman/Insomnia for API testing and validation. Wrote clear technical documentation for team members.

Al Salami Group
IT Developer

April 2016 - May 2018

- Developed a walkable virtual tour of retail showroom with ability to place furniture and choose color schemes.
- Created designs for products/packaging, marketing, social media, advertisements, etc.
- Developed a web API for e-commerce smartphone application.
- Created interactive employee procedures and flowcharts by coordinating with other departments.
- Designed retail showroom and kiosk for Bawadi Mall, Al Ain and Mersa Al Seef, Dubai.
- Trained employees with Enterprise Resource Planning software and configuration.
- Resonsible for managing employee computers/email accounts and solving technical issues.

AWARDS

Government of Dubai (DEWA)
1st **Appmaster Competition (2015)**
For developing a kid's game-app focused on environmental awareness.

Abu Dhabi University
1st **Anniversary Logo Design (2019)**
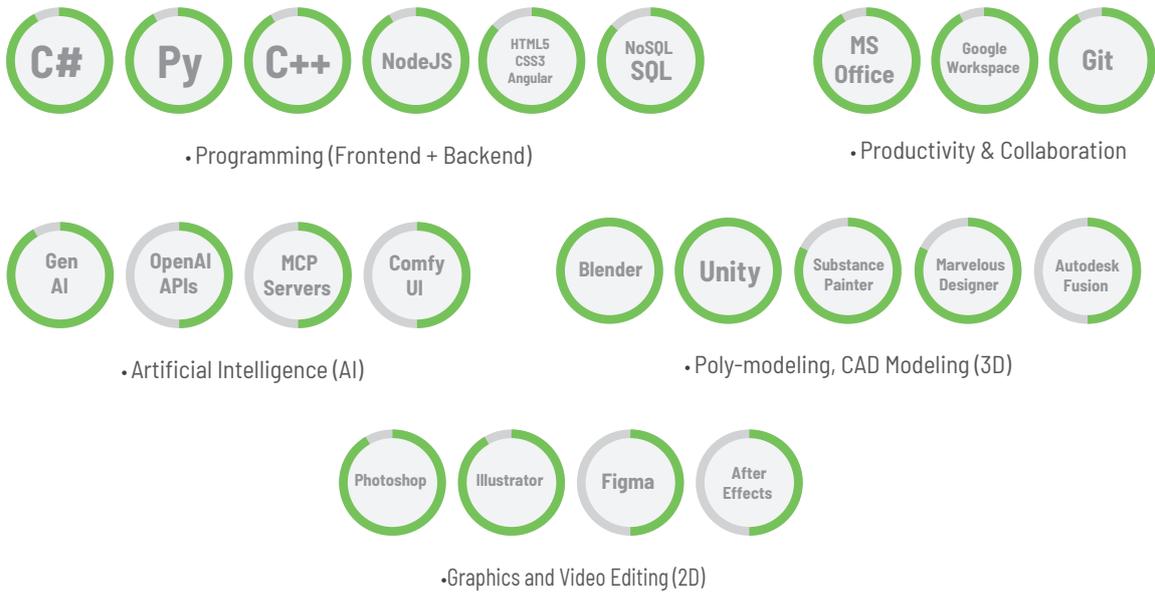Designer of Abu Dhabi University's anniversary logo.

CORE SKILLS

Programming/Development: C#, Python (Py), C++, Node.js, Angular, TypeScript, RxJS, HTML5, CSS3, SCSS, Tailwind, RESTful APIs, MySQL, PostgreSQL, MongoDB, NoSQL, SQL.

Game Development/3D/Art: Unity, Blender, Substance Painter, Marvelous Designer, Autodesk Fusion, PhysX, DOTS, Mirror, Unity Netcode, Vivox, Dissonance, HDRP, URP, PBR, ShaderGraph, Addressables, Photoshop, Illustrator, Figma, After Effects.

Cloud/DevOps/Tools: Docker, Kubernetes, Google Cloud, AWS, Azure, CI/CD, GitHub Actions (YAML), Git, GitHub, Steamworks, Epic Online Services, OAuth, Postman, Insomnia, Elastic client.

AI/Emerging Tech: Generative AI (Gen AI), OpenAI APIs, MCP Servers, Comfy UI.

Productivity/Business: Agile, Sprint, Slack, Microsoft Office, Google Workspace, Pitch Decks, Strategy Formation, Campaign Launching, Technical Documentation, Peer Code Reviews.

C#	Py	C++	NodeJS	HTML5 CSS3 Angular	NoSQL SQL		MS Office	Google Workspace	Git

• Programming (Frontend + Backend)   • Productivity & Collaboration

Gen AI	OpenAI APIs	MCP Servers	Comfy UI		Blender	Unity	Substance Painter	Marvelous Designer	Autodesk Fusion

• Artificial Intelligence (AI)   • Poly-modeling, CAD Modeling (3D)

Photoshop	Illustrator	Figma	After Effects

•Graphics and Video Editing (2D)

EDUCATION

Darul Huda School   Abu Dhabi University

2012 — Highschool (Science) — 2014 — B.Sc. IT (Software Engineering) — Incomplete*

(*) Started career early due to prior self-taught coding skills, plan to acquire degree in future.

REFERENCES

Sultan Al Riyami
Head of eSports and Gaming, DCT/Abu Dhabi Government
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