

SHEIKH SOHEL MOON

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CAREER SUMMARY:

As Bangladesh's first Unreal Authorized Instructor (UAI), and a published game development author, I bring a strong technical foundation in Unreal Engine, C++, and VR system design. My expertise spans gameplay architecture, optimization, and performance engineering for both entertainment and educational applications.

I aim to push the boundaries of interactive media by combining research-driven development with hands-on mentoring to help creators turn ideas into meaningful, immersive worlds.

WORK EXPERIENCE:

STUDIOTEKA DESIGN

Lead Game and VR Developer | April, 2022 - Present | Home Office

- Design and Implement the Core Game System
- Collaborating with team members to break tasks and compile them into one
- Collaborate with part-time 3D Design, Level, and Animation teams to continue the development process fluently

Appstick

Sr. Game Developer | R&D Executive | December, 2021 - April, 2022 | Contractual | Khulna

- Assigning tasks to the Game Dev Team which was given by the client
- Collaborating the completed tasks into one piece and finishing the unfinished tasks
- Teaching the Game Dev team more about the UE4 Platform
- Collaborate with part-time 3D Design, Level, and Animation teams to continue the development process fluently

Opus Technology Limited

Game Developer (Unreal Engine) | August, 2021 - October, 2021 | Dhaka

- Designing the development strategy to ensure the tangible end product
- Coding and Documentation for Project in Unreal Engine using C++ and Blueprint
- Making different Mini Game Mechanics like Car Driving, Survival from Obstacle
- Collaborate with other teams (3D Design, Level, Animation) to ensure the life cycle of development remains perfect

Onunad-Learning Platform

Game Development Trainer | March, 2020 - July, 2021 | Part Time | Dhaka

- Designing and Making Content for GD Trainees
- Teaching the working system of UE4
- Designing and Helping through the projects
- Filed reports, gathered information, and submit a valuation

Studio ThunderBolt

Founder & Head of Game Prototype Design | February, 2018 – February, 2020 | Khulna

- The company was formed by friends who wanted to make a career in Game Industry
- Used to design and build a playable prototype for us
- After gathering enough experience, we started to provide services like Game Design, Development, 3D Asset, Level, Art etc

RECENT PROJECTS:

Year 2180: A Dystopian Utopia / The City After Climate Change

Lead Game and VR Developer at StudioTeka Design

- Designed and developed the beta test version of Multiplayer VR.
- The Prototype was submitted for the **Epic Mega Grant**.
- Featured in the Series '**The Future of ' by Netflix Episode:09**
- Won **WORLDING WORKSHOP** (a collaboration between Unity Technologies and MIT Open Documentary)
- 2100 VR Experience Beta Testing at **Market Place Of The Future, September'22**
- **Winner of The Accelerate(HER) Fund'22 - \$50K GRANT**, Sponsored by Tiger Global Impact Ventures
- **Winner of the Stars Collective Imagination Award - \$25K Prize** Awarded at the 2023 Sundance Film Festival

PUBLICATION:

Game Development Concepts in C++: Elevate Your Skills with Unreal Engine

Published by Apress (Springer Nature).

- Includes over 100 game mechanics templates, offering an unparalleled repository of ready-to-use code snippets
- Explains with practical scenarios, demonstrating its real-world applicability
- From character movement to AI behaviors, this book offers a holistic approach to game development
- Utilize ready template codes for quicker implementation of mechanics in your games, saving time and boosting productivity
- See how different mechanics work together to create engaging gameplay experiences.
- Accessed by 2971 different users

EDUCATION:

2016-2022 | Khulna University | Khulna

Computer Science and Engineering, CGPA: 2.75, Thesis: 5G Architecture

2012-2014 | Adamjee Cantonment College | Dhaka Cant. Dhaka

Higher Secondary School Certificate, GPA: 5.00, Group: Science

2002-2012 | Mirpur Bangla High School | Mirpur, Dhaka

Secondary School Certificate, GPA: 5.00, Group: Science

SKILLS:

- Programming: C, C++, Python, Matlab
- Unreal Engine: Game Design, Game Development, UI, Menu, Cinematic, AI, Multiplayer (Steam & Local), Virtual Reality, Optimization
- Website Development: PHP, HTML, Bootstrap, Cpanel Management, Web Hosting
- App Development: Android Studio, Java

SPORTS HISTORY:

- Inter School Dhaka Division Cricket: 2011 (Player and Team Manager)
- Inter Section Adamjee College Tournament: 2012 (Runners Up)
- College Dhaka Division Football: 2013 (Runners Up)
- Football Player of CSE,KU (2016-2019)

ENGLISH LANGUAGE PROFICIENCY:

- IELTS Score: 7.5 (Feb, 2022)

ACHIVEMENT:

- **The First Bangladeshi to be Recognized as an Unreal Authorized Instructor (UAI) by Epic Games in 2025**
- **2nd Runner-Up Project Show: Khulna University CSE FEST 2019** (Multiplayer Shooting Game Using Steam Online System)
- **Champion: Student to Startup Chapter 1** National Startup Competition of Bangladesh
- **Hult Prize 2020: Khulna University OnCampus Program Winner**
Participant: Hult Prize 2020 regional Summit Dhaka
Selected for Hult Prize Impact Break Event at The Dead Sea (Postponed Due to Corona)