

Khan Mahi Al Atahar

✉ mahiatahar@iut-dhaka.edu

☎ 01982628872

in LinkedIn

🐙 GitHub

Education

Islamic University of Technology

Aug 2022 – Present

B.Sc. in Computer Science and Engineering; CGPA: 3.04/4

Notre Dame College, Dhaka

Aug 2019 – Dec 2021

Higher Secondary Certificate; GPA: 5/5

Experience

Game Development Intern

May 2025 – June 2025

Inception Studio

Dhaka, Bangladesh

- Designed and implemented Dhaka City locations including the National Parliament.
- Conducted competitor research and contributed improvement insights.
- Used **Trello** for project tracking and team collaboration.

Animation Designer and Cinematographer

June 2024 – Present

Freelance Artist (Fiverr)

- Designed realistic human models using Metahuman Creator and Marvelous Designer.
- Built custom animations and choreographed camera scenes in Unreal Engine.
- Implemented car rigging and chase scenes with Chaos Vehicle system.
- Rigged faces and bodies with blendshapes and facial expressions.

Projects

Shondhan (Home Renting App)

github.com

- Added 3D architectural visualization where users can explore interiors.

Tools: C#, Unity, Blender.

Drone Simulator

youtube.com

- Simulated drone movement and controls in Unreal Engine for AI training.
- AI was trained to intercept other flying drones.

Tools: Unreal Blueprints, Blender.

Architectural Visualization

itch.io

- Created a realistic interior visualization where users can move in real time and change the color of walls and furniture to match themes.
- Added a bird's-eye view of the apartment for easy navigation.

Tools: Unreal Engine Blueprints, Blender.

Unreal Engine Cinematic

youtube.com

- A dialogue with a character before a sword fight.
- Body and facial animation inside Unreal Engine, and Niagara particle system used for smoke and fire.
- Character modeling using Metahuman Creator.

Tools: Level Sequencer, Landscape Tool.

Catastrophic Fix

itch.io

- Smooth 8-directional movement with blended jumping and attack animations.
- Power-ups like speed boost and jump boost.
- Fixed collision issues with the environment.

Achievements

GameJam Champion — BUET CSE Fest 2024 (United Group)

itch.io

- Created a stylized third-person Soulslike game with dynamic AI.
- Crafted cinematic storytelling using Unreal Engine level sequences.

GameJam Champion — IUT ICT Fest 2024 (Battery Low Interactive)

itch.io

- Designed a horror FPS with puzzles and AI-driven enemies.
- Developed boss fights using advanced particle effects.

Certificates

Technologies

Languages: C++, C, Java, C#, JavaScript, HTML, CSS

Frameworks: Django, React, JavaFX, Spring Boot

Database: MongoDB, PostgreSQL, Oracle, MySQL

Tools: Figma, Trello, Unreal Engine, Unity, Blender, Marvelous Designer, Character Creator 4