AHNAF ASHIQUE ADI

Undergraduate Student, Brac University

ahnafashiqueadi@gmail.com | 01887449776 | 80 New Arambagh,Dhaka

SUMMARY

Driven Computer Science undergraduate and systems focused developer with a strong foundation in game engineering, embedded tech, and algorithmic problem solving. Proven track record of taking complex ideas from concept to deployment from indie game titles to low cost hardware platforms and research telemetry. Combines a collaborative mindset with quick technical adaptability to build reliable, high-performance digital solutions.

WORK EXPERIENCE

Founding Engineer & Developer, Bihin Studios **Dec 2025 – Present**

- Direct game architecture, physics mechanics, and core systems for multi-platform indie titles.
- Built modular state management loops and optimized memory pipelines to maintain stable 60 FPS performance.
- Established automated testing protocols to streamline cross functional asset integration.

Student Researcher, LaSSET BRAC **Oct 2024 – Present**

- Engineered hardware-software integration and schematic designs for high-reliability flight computer systems.
- Designed low-latency telemetry pipelines and sensor data capture routines for real-time thrust vector control (TVC) validation.
- Collaborated with research faculty to prototype and benchmark embedded microcontroller logic.

Web Developer (Intern), GAOTek Inc. **Oct 2024 – Apr 2025**

- Collaborated with an international remote engineering team to build, optimize, and maintain corporate web applications
- Applied responsive UI principles and resolved cross-browser compatibility issues to improve page load speed and user retention.
- Participated in agile sprint cycles, code reviews, and quality assurance (QA) validation to ensure production readiness.

PROJECTS & RESEARCH

Drishtikon: Eye–Heart Platform for Low-Cost Research | Preprint (engrXiv) DOI: 10.31224/7587

- authored open-source research developing an integrated hardware-software health telemetry platform.
- Designed low-latency biosignal acquisition protocols to stream and analyze real-time diagnostic data efficiently.

PAAAAAWS | Cross-Platform (Windows & Linux handhelds)

- Engineered an arcade breakout pong game loop featuring custom 2D collision detection, velocity-based rebound physics, and event handlers.
- Shipped and packaged multi-platform binaries distributed publicly on Itch.io under Bihin Studios.

EDUCATION

Bachelor of Science in Computer Science & Engineering **Jun 2024 – Dec 2028 (Expected)**

BRAC University

- Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Database Systems.
- Focus Areas: Computer Architecture,Computer Graphics, Robotics, Machine Learning, Embedded Systems.

KEY SKILLS

- Lua / C# / Python
- Java & OOP Design
- Data Structures & Algorithms
- Unity &LOVE2D
- Embedded Telemetry Systems
- Data Processing
- Quality Assurance (QA) Methods
- Git / Version Control & Linux