

Sagor Ahamed

Unity & XR Developer · Igloo CAVE Specialist · Meta Quest 3
MSc Games & Extended Reality — Distinction · University of Salford, 2024

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PROFILE

Unity and XR developer based in Manchester with an MSc in Games & Extended Reality (Distinction, University of Salford, 2024) and four years of experience across game development, XR, and software delivery. I am currently a Digital Innovation Technician at Wigan & Leigh College, developing and maintaining immersive VR/AR learning experiences and supporting Igloo CAVE and Meta Quest 3 systems across the college. Before this I spent a year as a Graduate CAVE Developer at the same institution, building and shipping the multiplayer CAVE and MR experiences that are still in active curriculum use. I am looking for a permanent on-site role at a studio or technology company in the UK where I can apply this hands-on XR and immersive systems experience to product work.

TECHNICAL SKILLS

Game Engines	Unity (C#) · Unreal Engine 5 (Blueprints, C++ in progress)
XR & Hardware	Igloo CAVE · Meta Quest 3 VR & MR Passthrough · PCVR
Languages	C# · JavaScript · PHP · SQL · Flutter/Dart · Python
Multiplayer	Firebase Realtime DB · Render backend · LAN server · REST APIs
Tools	Git · Agile/Scrum · User-Centred Design · AI-assisted workflows

EXPERIENCE

Digital Innovation Technician

Wigan & Leigh College · Wigan, UK · Mar 2026 – Present

XR & Immersive Learning

- Developing and implementing immersive learning experiences (VR/AR) across curriculum areas, building on the Igloo CAVE and Meta Quest 3 systems delivered in the previous role.
- Providing technical support and ongoing maintenance for Igloo CAVE and VR headset systems, including hardware configuration, software upgrades, and optimisation of interactive features.
- Supporting teaching staff to integrate VR technology effectively into curriculum delivery across the college.
- Designing AI-assisted tools to improve staff workflows, including meeting summarisation and process automation.

Graduate CAVE Developer

Wigan & Leigh College · Wigan, UK · May 2025 – Mar 2026

- Developed Quiz Quest: Local Multiplayer Edition — a multi-controller Igloo CAVE game enabling simultaneous classroom participation across a 360° projected environment, now in active use in curriculum sessions at the college.
- Built Quiz Quest MR Multiplayer Edition for Meta Quest 3 — real-time multiplayer quiz using passthrough MR with per-player controller input and live scoring, currently in final testing ahead of classroom deployment.
- Built Hospitality QUIZ — an Igloo CAVE experience for employability skills training, aligned to FE curriculum outcomes and live in college delivery.
- Engineered a web-based mobile controller using Firebase Realtime Database and a Render-hosted backend with local LAN fallback, so sessions run without a developer on-site.
- Produced documentation and handover notes to support session repeatability and reduce on-site support overhead.

Technical Demonstrator — XR & Game Development Labs

University of Salford · Manchester, UK · Dec 2024 – Feb 2025

- Facilitated game development, XR, and animation lab sessions, resolving student technical issues in real time to keep teaching on track.

- Guided students on Unity workflows, C# debugging, and best-practice implementation for assessed projects.
- Maintained Meta Quest headsets and peripherals across all scheduled lab sessions.

Backend Developer

IT Zone · Dhaka, Bangladesh · Mar 2022 – Aug 2023

- Delivered production web features using PHP/MySQL in Agile sprint cycles; designed and optimised relational database schemas.
- Integrated third-party APIs and collaborated cross-functionally across the full development lifecycle.

Mobile Application Developer

Digital WebFace Ltd · Dhaka, Bangladesh · Sep 2020 – Feb 2022

- Developed and published Android applications covering database integration, push notifications, and API connections.
- Owned the full delivery lifecycle from requirements through Google Play submission, testing, and post-launch maintenance.

SELECTED PROJECTS

Quiz Quest Suite <i>Unity · Igloo CAVE · Meta Quest 3 · Firebase</i>	Series of Unity XR educational games spanning Igloo CAVE projection, Meta Quest 3 MR passthrough, and browser-based multiplayer. Includes a Firebase real-time web controller with local LAN fallback. Titles in active use across curriculum sessions at Wigan & Leigh College.
Salford Campus Crisis <i>Unity · Third-Person Shooter · MSc Project</i>	MSc Major Project: third-person zombie survival game investigating adaptive NPC behaviour using a state machine, Unity NavMesh pathfinding, and a custom field-of-view perception system. Evaluated through iterative player testing across three trimesters.
SalClone — Campus Digital Twin <i>Unreal Engine 5 · Blueprints</i>	Group project initiated by a faculty member at the University of Salford. Built a desktop third-person exploration game as a digital twin of the campus using UE5 environment pipelines, Blueprint scripting, and spatial navigation.
iBill Manager <i>Flutter · Dart · SQLite</i>	ISP billing and operations app published on Google Play and App Store for global users. Offline-first architecture with payroll tracking and structured reporting, sustained through multiple update cycles post-launch.
Quiz Editor <i>JavaScript · Tailwind CSS · Firebase</i>	Web-based quiz content authoring tool with drag-and-drop ordering and JSON export, built to help non-technical educators create content for the Quiz Quest series.

EDUCATION

MSc Games & Extended Reality — Distinction

University of Salford · Manchester, UK · 2023 – 2024

- — **the highest classification at MSc level.** Awarded Distinction
- Major Project: adaptive zombie NPC behaviour in Unity using state machines, NavMesh pathfinding, and a custom field-of-view perception system, tested across three trimesters.
- Modules: Unity Development · VR Systems · AI for Games · Immersive Interaction Design

BSc Computer Science & Engineering

Ahsanullah University of Science and Technology · Dhaka, Bangladesh · 2015 – 2020

- CGPA 3.27/4.00 · Thesis published in IJCSIT (INSPEC & WJCI indexed): "Study of an Application Development Environment Based on Unity Game Engine" — DOI: 10.5121/ijcsit.2020.12103
- Modules: OOP · AI · Computer Graphics · Data Structures & Algorithms · Network Programming

CERTIFICATIONS & PROFESSIONAL DEVELOPMENT

In progress	Unreal Engine 5 C++ Game Development (Fully Updated in 5.6) — GameDev.tv / Udemy
2026	Introduction to Unity for Industry — Unity Technologies

2025	How to Talk to Robots AI Bootcamp — How to Talk to Robots Productions Ltd
2024	Unity Junior Programmer — Unity Technologies (Credly Verified)
2022	C# Programming for Unity Game Development — Coursera / University of Colorado
2020	CS50's Introduction to Computer Science — Harvard / CS50
2020	Google IT Automation with Python — Coursera / Google

REFERENCES

Dr Juan Hiriart

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