



WASIK FARHAN ROOPKOTHA

SOFTWARE ENGINEER

CONTACT

- mythology06@gmail.com
- +880 1334-182900
- [thesiriussystem.github.io](https://github.com/thesiriussystem)



SKILLS

- Problem-Solving
- Software Development
- Video Game Development
- Graphic Design
- Roblox + Godot + Illustrator

ABOUT ME

I am a software engineer with over 4 years of experience in video game development. Proficient in Godot and Adobe Illustrator, I bring creativity and attention to detail to every project. I am highly passionate about my work. I aim to collaborate with like-minded teams and bring something fresh to the table.

EDUCATION

- **Self-Educated** ————— **2006-Present** ●
Continuously learning and mastering new skills in programming, game development, and graphic design through tutorials and personal projects.

PROJECTS

- **KoboldAI Frontend** ————— **2024** ●
Developed an AI chatbot frontend for KoboldCpp, an application enabling users to run language models (LMs) locally on their computers
- **CustomOST-to-BeardLib Tool** ————— **2023** ●
Created a modding tool for PAYDAY 2, a first-person-shooter game. Designed the tool to convert files from one mod format to another.
- **Defend the Earth** ————— **2019** ●
Designed and developed a 2D top-down space shooter where the player must defend against waves of enemy spacecraft.
- **Space Collider** ————— **2019** ●
Designed and developed a 2D top-down space shooter based on the classic 1978 arcade game Space Invaders.