

AZAR ALI SHAIKH

Engine Programmer & Illustrator

✉ azarmisan@gmail.com · 🌐 GitHub: Miisan-png · 🎨 ArtStation: Miisan · 🎮 itch.io: Miisan

SUMMARY

Passionate game engine programmer and illustrator with expertise in custom engine development and graphics programming. Specializing in creating efficient tools and libraries for game development while maintaining an active presence in the open-source community. Experienced in both technical implementation and artistic creation.

EDUCATION

Bachelor's in Computer Games Development

2024 - Present

Asia Pacific University

- Current CGPA: 3.95
- Focus on engine development and graphics programming

TECHNICAL SKILLS

Programming Languages	C++, C, Rust, Python, Lua, GDScript, x86 Assembly, Csharp, TypeScript
Game Engines	Godot, Unity, LÖVE2D, Bevy, MonoGame ,Custom Engine Development
Development Tools	Git, Visual Studio, VS Code, Neovim, Vercel
Web Technologies	React, Node.js
Areas of Expertise	Engine Architecture, Graphics Programming, Tool Development, UI/UX Design

OPEN SOURCE PROJECTS

🔗 "Custom Node Plugin for Godot 4.x"

2023

Lead Developer

- Developed SuperSprite2D plugin for enhanced sprite animation control in Godot 4
- Implemented function calling system for animated sprites
- Created comprehensive documentation and examples

🔗 "Love-Dialogue Library"

2023

Creator & Maintainer

- Created a dialogue system with custom scripting language for LÖVE2D
- Designed user-friendly API for game developers
- Implemented parser and runtime for custom dialogue scripting

🔗 "Miiui - GUI Library"

2023

Lead Developer

- Developed comprehensive GUI library for LÖVE2D
- Implemented responsive design system and customizable themes
- Created modular component architecture

⌘ "Dialogic Plugin Contributions"

2023

Open Source Contributor

- Contributed to popular dialogue system plugin for Godot
- Enhanced functionality and fixed critical bugs
- Collaborated with international developer community

⌘ "APUGDC Website"

2024

Contributor

- Developing club website using React and TypeScript
- Implementing responsive design and club management features
- Deployed and maintained on Vercel platform

PROFESSIONAL EXPERIENCE

Freelance Game Programmer

2023 - Present

Independent Developer

- Develop custom game engines and tools for clients
- Create efficient and maintainable game systems
- Implement graphics optimization techniques
- Collaborate with artists and designers for optimal implementation

Freelance Illustrator

2020 - Present

Digital Artist

- Create professional game art and illustrations
- Specialize in pixel art and digital illustration
- Maintain active portfolio on ArtStation
- Work with international clients on game art projects

SPEAKING ENGAGEMENTS

⌘ "Pixel Art for Dummies Workshop"

2024

APUGDC Club

- Hosted comprehensive workshop on pixel art fundamentals
- Demonstrated techniques for game art creation
- Mentored students in digital art techniques

CURRENT PROJECTS

Custom 2D Game Engine

2024

Personal Project

- Developing a 2D game engine using Csharp with Lua scripting integration
- Implementing modern rendering techniques and efficient asset management
- Creating developer-friendly tools and workflow systems
- Building extensible plugin architecture

LANGUAGES

-
- English (Professional Working Proficiency)