AZAR ALI SHAIKH

Engine Programmer & Illustrator

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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, ECS Architecture

AWARDS & ACHIEVEMENTS

🔗 **"First Place - Indie Game Jam 2025"**   May 2025

Solo Programmer

- Won first place as sole programmer in 4-day game jam
- Developed procedural generator animation/game using Godot
- Implemented complex procedural generation systems under tight deadline

🔗 **"First Place - UM Game Jam 2024"**   December 2024

Lead Programmer

- Won first place developing a 4th wall breaking game using Unity
- Led programming team and implemented innovative gameplay mechanics
- Designed and executed meta-game elements and narrative systems

OPEN SOURCE PROJECTS

🔗 **"LoveDialogue - Game Engine"**   2023 - Present

Creator & Maintainer

- Developed comprehensive dialogue game engine for LÖVE2D with 50+ GitHub stars
- Implemented custom scripting language with advanced text effects (wave, jiggle, shake, color formatting)
- Created character portrait system with expression support and sprite sheet integration
- Built flexible UI system supporting 9-patch graphics and vertical portrait modes
- Designed branching dialogue system with scene labels and auto-advance functionality

- Added multilingual support for Latin and CJK text handling
- Implemented complete theming system with custom fonts and responsive design

🔗 **"SuperSprite2D - Godot Plugin"** 2023

Lead Developer

- Developed SuperSprite2D plugin for enhanced sprite animation control in Godot 4
- Implemented function calling system for animated sprites with 17 GitHub stars
- Created comprehensive documentation and examples for community use

🔗 **"Miiui - GUI Library"** 2023

Lead Developer

- Developed comprehensive GUI library for LÖVE2D with 11 GitHub stars
- Implemented responsive design system and customizable themes
- Created modular component architecture for game UI development

🔗 **"rtask - CLI Task Tracker"** 2023

Creator

- Built CLI task tracker in Rust with 14 GitHub stars
- Implemented efficient task management system with command-line interface

🔗 **"Aseprite Scripts Collection"** 2023

Creator

- Created repository of custom Aseprite scripts with 12 GitHub stars
- Developed automation tools for pixel art workflow optimization

🔗 **"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 - 2024

Digital Artist

- Created professional game art and illustrations
- Specialized in pixel art and digital illustration
- Worked with international clients on game art projects

SPEAKING ENGAGEMENTS

🔗 **"Godot For Dummies Workshop"** 2025

APUGDC Club

- Taught 50+ participants how to create 2D games in Godot with GDScript
- Demonstrated game development fundamentals and best practices
- Provided hands-on coding experience for beginners

⊘ **"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 2025

Personal Project

- Developing a 2D game engine using C++ with ECS (Entity Component System) architecture
- Implementing modern rendering techniques and efficient memory management
- Creating developer-friendly tools and workflow systems
- Building extensible component-based architecture for optimal performance

LANGUAGES

- English (Professional Working Proficiency)