Shiraz V Kamaruddin

GAME PROGRAMMER

// CONTACT

Phone:
+91 7907461696

Email:
shirazvkamar@gmail.com

Linkedin:
www.linkedin.com/in/shiraz-v-kamaruddin

// SKILLS

- C#,Python,Java
- Organizational skills
- Time management
- Problem solving
- Attention to detail
- Progressive thinking
- Rapid Prototyping
- Adaptability
- Continous Learning

// TECHNICAL SKILLS

- Unity
- Git, IDE
- Game design, level design
- Shaders, 3D modeling
- Agile Developement

// ABOUT ME

I am currently pursuing Masters in Game Technology in Bangalore. I have a passion for programming and have gained valuable experience through projects done as my side project and College projects. I possess strong problem solving skills, logical reasoning, and rapid prototyping, which I have honed through various projects and team collaborations. My goal is to leverage my skills and education to make a positive impact in the Game Industry as a Game Programmer.

// PROJECTS

The Elementals (PC)   (2023)
ICAT Game Jam winner (2nd Place)
Third Person Endless Shooter (Group Project)
Roles: Team Lead,Lead Developer/ Designer,
           Scene Composition, Lighting
Misc: The robotic Elemental is strengthening itself in anticipation of an attack from aliens by transforming into different elements.

- Successfully developed and submitted a game within the given time frame and theme

- Demonstrated strong teamwork, project management, and technical skills in game development

- Improved programming, design, and problem-solving abilities through the competition

Holy Souls (Mobile)   (2023)
Procedurally Generated Maze (Solo Project)
Misc: As the overseer of souls from purgatory, you hold the power to determine their fate, either granting them life or passing judgement of death.

Endless Survival Shooter (PC)   (2022)
Isometeric Endless Survival Shooter (Solo Project)
Misc: A toy on a mission to save yourself from the zombie-like dolls, armed with a firearm.

AR Birthday Gift (Mobile)   (2022)
Augment Reality Project (Solo Project)
Misc: An augmented reality gift box with a cake that pops out, featuring interactive elements such as the ability to eat the cake, pop balloons, play birthday songs, etc.

Sound Scapes (PC)   (2020)
3D Side-Scroller (Group Project)
Roles: Assistant-Developer/ Designer,
Misc: A character capable of producing platforms bto overcome difficulties and cross over obstacles.

Folk-Art Presentation (PC)   (2020)
3D Side-Scroller (Group Project)
Roles: Team Lead,Lead Developer/ Designer,
              Scene Composition, Lighting
Misc: A first-person, interactive digital world where the player can engage with elements and immerse themselves in the experience.

// EDUCATION

Masters in Game Technology
ICAT,
Bangalore

Extra Curricular Activities:
Participated in ICAT Game Jam (48 hour)   **(1/2/2023)**

Bachelors in Animation and Game design
Whistling Woods International,
Mumbai

Extra Curricular Activities:
Participated in Arvind Neelakantan's Unity   **(16/8/2018)**
Workshop and created a video as part of it (1-day Jam)
Roles - designer/developer

Participated in Unite (unity) event and
Participated in VR workshop   **(25/11/2019)**