Shiraz V Kamaruddin

GAME PROGRAMMER

// CONTACT

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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
Continuous Learning

// TECHNICAL SKILLS

Unity
Git
Game design, level design
Shaders, 3D modeling
Agile Development

// 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

I-Frankenstein (PC)

(2023)

ICAT 13th Graduation Showcase Best Project RPG, Survival, Puzzle, Game (Group Project)

Roles: Team Lead,Lead Programmer/ Designer, Scene Composition, Lighting

Misc: I-Frankenstein is a 3D game where players take on the perspective of Frankenstein's creature, piecing himself together while facing obstacles and terrors from the experiments conducted on him.

- Collaborated with animator and artists to create and refine hand animation, and character texture.
- Adapted to changes in project requirements and deadlines by staying flexible and maintaining a positive attitude through the competition.

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.

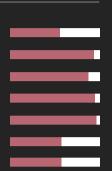
- Successfully developed and submitted a game within the given time frame and theme
- Demonstrated strong teamwork, project management, and technical skills in game development

// PORTFOLIO

https://shiraz-v-kamar.github.io/

// SOFTWARES

Unreal
Miro, Notion
Illustrator, Photoshop
Zbrush, Maya
Substance Painter
Github
Visual Studio Code



// INTERESTS







nime GameDev

ieDev I







// LANGUAGES

Malayalam Mother Tongue
English Professional
Hindi Intermediate
Tamil Oral Proficiency
Japanese Oral Proficiency

Holy Souls (Mobile)

(2022)

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.

AR Birthday Gift (Mobile)

(2022)

Augmented 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 to over-

come difficulties and cross over obstacles.

Folk-Art Presentation (PC)

(2020)

First Person Interaction (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

M.Sc. in Game Technology

ICAT,

Bangalore

Extra Curricular Activities:

Recipient of the 'Best Project' award at ICAT (30/4/2023)

13th Graduation Showcase for [I - Frankenstein]

Participated in ICAT Game Jam (48 hours) (1/2/2023)
Awarded 2nd Place [The Elementals]

B.Sc. 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)