

# Shiraz V Kamaruddin

GAME PROGRAMMER

## // CONTACT

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## // SKILLS

|                       |             |
|-----------------------|-------------|
| C#,Python,Java        | <div></div> |
| Organizational skills | <div></div> |
| Time management       | <div></div> |
| Problem solving       | <div></div> |
| Attention to detail   | <div></div> |
| Progressive thinking  | <div></div> |
| Rapid Prototyping     | <div></div> |
| Adaptability          | <div></div> |
| Continuous Learning   | <div></div> |

## // TECHNICAL SKILLS

|                           |             |
|---------------------------|-------------|
| Unity                     | <div></div> |
| Git                       | <div></div> |
| Game design, level design | <div></div> |
| Shaders, 3D modeling      | <div></div> |
| Agile Development         | <div></div> |

## // 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)

ICAT Game Jam winner (2nd Place)

Third Person Endless Shooter (Group Project)

(2023)

- 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)

Procedurally Generated Maze (Solo Project)

(2022)

**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)

Augmented Reality Project (Solo Project)

(2022)

**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.







## // PORTFOLIO

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

## // SOFTWARES

|                        |                        |
|------------------------|------------------------|
| Unreal                 | <div><div></div></div> |
| Miro, Notion           | <div><div></div></div> |
| Illustrator, Photoshop | <div><div></div></div> |
| Zbrush, Maya           | <div><div></div></div> |
| Substance Painter      | <div><div></div></div> |
| Github                 | <div><div></div></div> |
| Visual Studio Code     | <div><div></div></div> |

## // INTERESTS

|  |  |  |
|--|--|--|
| <br>Anime | <br>GameDev | <br>Music   |
| <br>Art   | <br>Gaming  | <br>Reading |

## // LANGUAGES

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

### Sound Scapes (PC) (2020)

#### 3D Side-Scroller (Group Project)

**Roles:** Assistant-Developer/ Designer,

**Misc:** A character capable of producing platforms to overcome 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

### 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)