

# 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 a Master’s 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)

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

(2023)

- 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)

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

## // 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



Anime



GameDev



Music



Art



Gaming



Reading

## // 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 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

### M.Sc. in Game Technology

ICAT Design & Media College,  
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)