

Shiraz V Kamaruddin

UNITY DEVELOPER

// CONTACT

Phone:

+91 7907461696

Email:

shirazvkamar@gmail.com

Linkedin:

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

Location:

Kerala, India

// 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

// WORK EXPERIENCE

Game Programmer Intern (July 2023 - Present) Hypernova Interactive | Bengaluru, India

- Spearheaded hypercasual game prototyping, leveraging innovative techniques to enhance gameplay dynamics.
- Executed feature implementation for 'Mayanagari'.
- Contributed significantly to feature implementation in 'Dojo Defender,' driving enhancements that elevated overall game mechanics.
- Conducted comprehensive testing of Photon for multiplayer functionality.

// 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.

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.

// PORTFOLIO

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

// SOFTWARES

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

// INTERESTS



Anime



GameDev



Music



Art



Gaming



Reading

// LANGUAGES

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

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

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.

// 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 (25/11/2019)
Participated in VR workshop