SHIRAZ V KAMARUDDIN

Game Developer | Unity Game Programmer | Gameplay Programmer

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TECHNICAL SKILLS

Languages : C#, HTML, CSS, Javascript, Python, and C++
Programming Patterns : Singleton, State, SOLID, Observer
Tools / Frameworks : Unity, Unreal Engine, AR, ARCore, Vuforia, WebGl
Collaborative Tools : Git, Github, Plastic SCM, Miro, Notion, Slack
3D Tools : ZBrush, Maya, Substance Painter

SKILLS AND COMPETENCIES

- Debugging and Optimization
- Database management
- Unity Developement
- Problem solving & Critical thinking
- Rapid Prototyping
- 3D modelling
- Texturing and UV mapping

PROFILE

in Shiraz V Kamarudddin
LinkedIn

WORK EXPERIENCE

Hypernova Interactive   July 2023 - January 2024
Game Programmer Intern   Bengaluru

- Mayanagari
  - Strengthened Mayanagari's user experience by resolving 5-10 bugs and implementing enhancements, resulting in a 30% decrease in issues.
  - Implemented the action queue feature, which resulted in a 60% decrease in player frustration during complex gameplay scenarios.
  - Conducted in-depth research and laid the groundwork for implementing multiplayer functionality in Mayanagari, setting the stage for future development initiatives and positioning the project for scalability and community growth.
- Dojo Defenders
  - Development of a midcore game prototype, incorporating innovative gameplay mechanics that resulted in a 20 - 30% increase in player engagement during testing phases
  - Implemented 5 new features and resolved 8-15 bugs, resulting in a 30 - 40% improvement in overall gameplay stability.
  - Contributed to iterative design processes, which led to multiple iterations and a increase in the effectiveness of game mechanics, as evidenced by play tester feedback.

PROJECTS

I-Frankenstein (PC)   2023
RPG, Survival, Puzzle, Game (Group Project)
🔗 https://shiraz-v-kamar.github.io/#I-Frankenstein

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

Unity, C#, Third Person Game, PC

The Elementals (PC)   2023
Third Person Endless Shooter (Group Project)
🔗 https://shiraz-v-kamar.github.io/#TheElementals

Roles: Team Lead, Lead Developer/ Designer, Scene Composition, Lighting
Description: 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.

Holy Souls (MOBILE)   2022
Procedurally Generated Maze (Solo Project)
🔗 https://shiraz-v-kamar.github.io/#HolySouls

Description: As the overseer of souls from purgatory, you hold the power to determine their fate, either granting them life or passing judgment of death.

AWARDS

The Best Project Award	2023	**2nd Place Winner**	2023
ICAT 13th Graduation Showcase		ICAT Game Jam (48 Hours)	
Awarded for : [I - Frankenstein]		Awarded for : [The Elementals]	