SHIRAZ V KAMAR

UNITY DEVELOPER I GAME PROGRAMMER

// CONTACT

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Location:
Muweilah, Sharjah, UAE

// 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 - Jan 2024)
Hypernova Interactive I Bengaluru, India

Mayanagari

- Strengthened Mayanagari's user experience by resolving bugs and implementing enhancements, resulting in a decrease in issues.

- Implemented the action queue feature, which resulted in a 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 an increase in player engagement during testing phases.

- Implemented 5 new features and resolved bugs, resulting in a improvement in overall gameplay stability.

- Contributed to iterative design processes, which led to multiple iterations and an increase in the effectiveness of the game mechanics, as evidenced by play tester feedback.

// PROJECTS

I-Frankenstein (PC)   (2023)
ICAT 13th Graduation Showcase: Best Project
RPG, Survival, Puzzle, and 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 animators 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 judgment 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.

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

Extracurricular Activities:
Recipient of the 'Best Project' award at ICAT **(30/4/2023)**
13th Graduation Showcase for [I-Frankenstein]

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

B.Sc. in Animation and Game Design
Whistling Woods International,
Mumbai

Extracurricular 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

I Participated in Unite (unity) event and **(25/11/2019)**
Participated in a VR workshop