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.

- Implemented bug fixes 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.

- https://shiraz-v-kamar.github.io/ ⬈

// SOFTWARES

- Unreal, Unity
- Miro, Notion, Slack,
- Illustrator, Photoshop
- Zbrush, Maya
- Substance Painter
- Github, Plastic SCM
- Visual Studio Code, Visual Studio

// 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 over-come 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
Participated in VR workshop   **(25/11/2019)**