

# SHIRAZ V KAMAR

Game Developer | Unity Game Programmer | Gameplay Programmer

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## TECHNICAL SKILLS

**Languages** : C#, HTML, 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

## WORK EXPERIENCE

**Hypernova Interactive**  
Game Programmer Intern

July 2023 - January 2024  
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

<b>The Best Project Award</b> ICAT 13th Graduation Showcase Awarded for : <u>[I - Frankenstein]</u>	2023	<b>2nd Place Winner</b> ICAT Game Jam (48 Hours) Awarded for : <u>[The Elementals]</u>	2023
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## EDUCATIONS

<b>ICAT Design &amp; Media College</b> M.Sc. Game Technology	Bengaluru	<b>Whistling Woods International</b> B.Sc. Animation and Game Design	Mumbai
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