Shiraz V Kamaruddin

GAME PROGRAMMER

// CONTACT

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// 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

// ABOUT ME

I am currently pursuing Masters in Game Technology in Bangalore. I have a passion for programming and have gained valuable experience through projects done as my side project and college projects. I possess strong problem solving skills, logical reasoning, and rapid prototyping, which I have honed through various projects and team collaborations. My goal is to leverage my skills and education to make a positive impact in the Game Industry as a Game Programmer.

// 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.

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

// 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**

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.

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.

Folk-Art Presentation (PC)   (2020)
First Person Interaction (Group Project)
Roles: Team Lead,Lead Developer/ Designer,
             Scene Composition, Lighting
Misc: A first-person, interactive digital world where the player can engage with elements and immerse themselves in the experience.

// EDUCATION

M.Sc. in Game Technology
ICAT,
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)**