

# Shiraz V Kamaruddin

Game Programmer

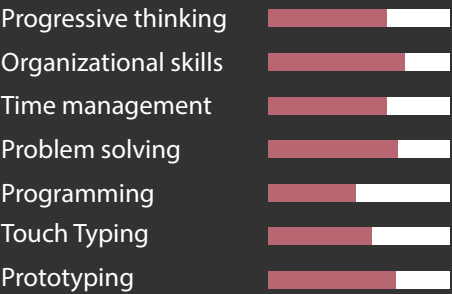
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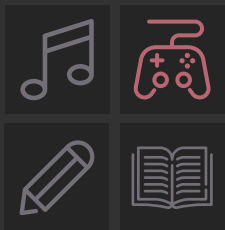
## About Myself

I hit a Jackpot when I discovered Unity, there was so much to learn, and I could utilize my ability to draw and code to create games and experiences. Now, I'm looking to forward learn so much about the gaming industry and gain further experience while enhancing the company's productivity and reputation.

## Skills



## Interests



Interested in Psychology  
Japanese Culture (anime, manga)

Portfolio  
shirazvkamar.work

## EDUCATION

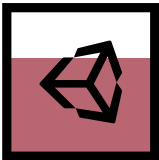
Bachelors in Animation and Game design  
Whistling Woods International,  
Mumbai

Masters in Game Technology  
ICAT,  
Bangalore

## PROJECTS

Folk Art Project (2020)  
First person game where you can interact and inspect each of the artifacts.  
First Person Experience  
Lead Developer/ Designer, Scene Composition, Lighting

## SOFTWARES



Unity



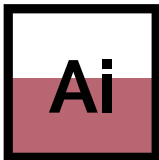
Blender 3D



Premiere Pro



Photoshop



Illustrator



After Effects