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   (2023 - 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