



## ABOUT ME

My name is Heinz Sait, I'm a game developer from Kerala, India. I am driven by a swift and agile intellect, and I possess a keen aptitude for creative problem-solving.

My modus operandi is characterized by a pursuit of self-improvement, an unyielding commitment to honing my skills, and a resolute determination to conquer new horizons in my field.

## PERSONAL DETAILS

Born in May 10<sup>th</sup> 1993.

Knows how to speak and write in English and Malayalam.

## INTERESTS

- Gaming
- Travelling
- Movies
- Music

## EDUCATION

### B.Tech in Computer Science and Engineering

Studied at Sree Buddha College of Engineering (Kerala University) in 2011 - 2015

### Diploma in Game Programming

Studied at Asian Institute Of Gaming And Animation (AIGA), Bangalore in 2017.

### Central Board of Secondary Education

Studied at Angel's Arc Senior Secondary School, Kayamkulam, and graduated in 2011

# HEINZ SAIT

## Video Game Coder



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## EXPERIENCE

- **Game Coder at Triodoxic Digital Studio since August 2021**
  - Worked on various mobile games for different clients.
  - Various digital brand activation projects using mobile and XR technologies.
- **Game Coder at TuttiFrutti Interactive, November 2018 - August 2021.**
  - Worked on porting Darkarta to Android & iOS.
  - Worked on localization of different European languages.
  - Has experience working with C++, Android Studio & Xcode.
  - Worked on prototyping new game ideas using Unity engine.



## SKILLS KNOWN

- **Unity**  
Highly proficient in Unity 3D using C# and JavaScript.
- **Unreal Engine**  
Knows how to design, build and maintain efficient, reusable, robust and reliable code in C++, and Blueprints.
- **HTML5 Game Programming**  
Solid foundation in how to make games in HTML5 using canvas.
- **Object Oriented Programming in C++, C# & JavaScript**  
Strong knowledge of object-oriented programming concepts in C++, C#, and JavaScript.
- **Adobe Photoshop**  
Essential knowledge in Photoshop