



HEINZ SAIT

Video Game Coder



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ABOUT ME

My name is Heinz Sait, I'm a 28 year old game developer from Kerala, India. I'm very passionate about gaming and making video games. I'm a fast-minded, creative problem solver, I like to push myself and master new skills along the way.

PERSONAL DETAILS

Born in May 10th 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



EXPERIENCE

- **Game Coder at Triodoxic Digital Studio since August 2021**
 - Grocery store VR training module on Oculus Quest using Unreal engine
 - Mobile game for E-waste management.
 - Various digital brand activation projects using mobile and touchscreen 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 3D**
Highly proficient in Unity 3D using C# and JavaScript.
- **Unreal Engine**
Knows how to design, build and maintain efficient, reusable, robust and reliable code.
- **HTML5 Game Programming**
Solid foundation in how to make games in HTML5 using canvas.
- **Object Oriented Programming in C++, C# & Java**
Strong knowledge of object-oriented programming concepts in C++, C#, and Java.
- **Adobe Photoshop**
Essential knowledge in Photoshop