





Murtaza Kanorwala

Unity Developer

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PROFESSIONAL EXPERIENCE

Freelance, Unity Developer

08/2020 – Present | Pune, India

Developed a diverse portfolio of commercial, prototype, and experimental games across Unity, Unreal Engine, and VR/AR platforms. Focused on gameplay systems, procedural generation, UI/UX design, multiplayer networking, and creative mechanics for both client and personal projects.

Highlights & Key Projects:

- Casino Game & 2D Multiplayer Chess – Implemented Russian Roulette spin logic with custom UI and SFX; built an 8x8 chessboard integrated with Photon PUN and Mirror networking for mobile multiplayer.
- Low-Poly Zombie FPS – Programmed shooting mechanics, crosshair system, enemy wave logic, and level barriers to refine gameplay flow.
- Horror Hotel Reservation UI – Designed and scripted a responsive reservation panel with complete UI logic and seamless interaction.
- VR/AR Development (Meta Quest 2) – Built an eye-care VR app using Netcode and UI Toolkit; developed a car simulator with realistic wheel collider physics; contributed to a multiplayer magic game in Unreal Engine.
- Visual Novel (Romance Story) – Adapted a narrative script from Excel into Ren'Py, implementing dialogue trees, scene transitions, and light animation for an engaging player experience.
- JOJO Fight (Prototype) – Developed a cel-shaded anime-style fighter using finite state machines (FSM) for combo chaining and hit-stop effects to heighten impact.
- Rock Paper Scissors Lizard Spock – Experimented with hallucination-inspired mechanics and visual feedback systems for unconventional gameplay.
- Terrain Digger – Implemented real-time mesh deformation with triangle math to simulate terrain digging and modification.
- TPS Roguelite – Designed a procedural dungeon room system for dynamic level generation and replayability.
- Swinger – Built a ragdoll physics-based traversal system using LineRenderer to simulate swinging and motion dynamics.
- Music-Based Game Jam Entry – Created a pitch and beat-driven gameplay prototype exploring rhythm-based interaction around a minimalist theme.

Ubisoft, Game Tester

07/2019 – 07/2020 | Pune, India

Tested AAA titles in developer mode to identify and document technical, gameplay, and visual defects across multiple platforms. Collaborated closely with QA leads and development teams to ensure quality and performance benchmarks were met before release.

Key Contributions:

- Conducted structured testing on Far Cry 6, Assassin's Creed Odyssey, and an NDA title, focusing on AI behavior, wildlife simulation, LOD transitions, boid systems, and environmental interactions.
- Identified and reported issues related to ghosting, screen tearing, invisible walls, clipping, and culling anomalies.
- Performed multiplayer stress testing to evaluate network stability, synchronization accuracy, and gameplay consistency under high-load scenarios.
- Validated firearm mechanics, projectile behavior, and hit registration using detailed test checklists and regression testing protocols.
- Contributed to cross-departmental communication by delivering clear bug reports with reproduction steps, severity tagging, and visual references.

EDUCATION

B.Sc. Computer Science, University of Mumbai

06/2010 – 06/2013 | Mumbai, India

Developed a Prescription management system for Doctor of a private clinic using Web technologies in my final project.

CERTIFICATES

- Fullstack Game Development - Outscal

SKILLS

Game Development

Unity (C#), VR/AR (Meta Quest 2), Netcode, UI Toolkit, Ren'Py, Physics Simulation, Procedural Systems, Game Design, Rapid Prototyping, Cross-Platform Deployment, Cinemachine, Shader Graph (learning), Particle Systems, Object Pooling, UI Toolkit.

Programming & Architecture

OOP Principles, MVC Architecture, Singletons, Event Systems, Method Overloading/Overriding, Interfaces, Getters/Setters, Gameplay Systems Design, Debugging & Optimization.

Version Control & Collaboration

GitHub Desktop, Plastic SCM, GitKraken – proficient in branch management, commit/push/pull workflows, and stash handling.

Quality Assurance & Testing

Quality Assurance (QA), Developer Mode Debugging, Multiplayer Stress Testing, AI & Physics Validation, LOD & Culling Checks, Test Case Design, Bug Reporting (JIRA), and Cross-Team Collaboration.

Design & Presentation

Canva, Image Batch Editing, Asset Sourcing, Promotional Material Creation, Visual Composition for Game UI and Marketing.