

# Murtaza Kanorwala

## Technical Game Designer / Gameplay Designer

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### Education

06/2010 – 06/2013  
Mumbai, India

**B.Sc. Computer Science, University of Mumbai**  
Final Project: Designed and developed a prescription management system for a private clinic.

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### Professional Experience

08/2019 – Present

**Technical Game Designer / Gameplay Designer, Freelance**

Designed and implemented gameplay systems for commercial, prototype, and experimental games across Unity, VR/AR, and Unreal Engine. Focused on **core mechanics, player feedback, pacing, clarity, and replayability**, using code as a design tool to validate ideas through playtesting and iteration.

**Selected Design Work & Systems**

- **Casino Game & 2D Multiplayer Chess**
  - Designed probability-based spin logic and risk-reward flow for a casino game
  - Designed and implemented turn-based multiplayer rules, board logic, and player feedback for an 8x8 chess system
  - Integrated Photon PUN and Mirror to support fair, synchronized multiplayer interactions
- **Low-Poly Zombie FPS**
  - Designed shooting mechanics, enemy wave pacing, and combat readability
  - Tuned crosshair behavior, enemy spawn timing, and arena flow to improve moment-to-moment gameplay
- **Horror Hotel Reservation UI (UX-Driven Design)**
  - Designed an interactive reservation system emphasizing clarity, tension, and immersion
  - Balanced UI responsiveness and player comprehension to support horror atmosphere
- **VR / AR Gameplay Systems (Meta Quest 2)**
  - Designed interaction models for VR eye-care and simulation applications
  - Implemented physics-based vehicle handling with realistic wheel behavior
  - Contributed to multiplayer magic gameplay systems in Unreal Engine
- **Visual Novel (Narrative Design)**
  - Designed branching dialogue structures, scene transitions, and pacing
  - Translated narrative data into playable dialogue systems using Ren'Py
- **JOJO Fight – 2.5D Fighting Prototype**
  - Designed combo systems, hit-stop, and state-based combat flow
  - Implemented finite state machines (FSM) to support responsiveness and impact

07/2019 – 07/2020

**Game Tester, Ubisoft India**

Worked closely with designers, programmers, and QA leads to validate gameplay quality and system behavior in AAA titles.

- Conducted structured gameplay testing on **Far Cry 6, Assassin's Creed Odyssey**, and an NDA project
- Evaluated **AI behavior, wildlife systems, combat consistency, LOD transitions, and environmental interactions**
- Performed multiplayer stress testing to assess gameplay stability and synchronization
- Validated firearm mechanics, hit registration, and player feedback
- Authored clear, reproducible bug reports with severity tagging and visual documentation

This role strengthened my understanding of **how design intentions break in real player scenarios**.

- Professional Foundation & Cross-Industry, *Company***
- **Business Process Outsourcing (BPO):** Customer communication, issue resolution, and process-driven workflows
  - **Sales & Client Interaction:** Direct customer handling, persuasion, and performance-based targets
  - **Website Design (Freelance):** Designed and delivered small business websites using HTML/CSS and visual design tools
  - **Motivational & Soft-Skills Workshops:** Assisted and participated in training sessions focused on communication, confidence-building, and mindset development

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## Skills

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**Gameplay & Systems Design**

- Core gameplay loops, combat systems, progression & pacing
- Risk-reward balancing, player feedback, game feel
- Procedural systems, physics-based mechanics, rhythm gameplay
- Rapid prototyping & iterative design

**Game Development (Design Implementation)**

- Unity (C#), VR/AR (Meta Quest 2), Ren'Py
- Cinemachine, UI Toolkit, Particle Systems
- Netcode fundamentals, multiplayer logic

**QA & Playtesting**

- Test case design, regression testing
- AI & physics validation
- Multiplayer stress testing
- Bug reporting (JIRA)

**Programming (Design-Focused)**

- Gameplay architecture, FSMs, event-driven systems
- OOP principles applied to gameplay systems
- Debugging, profiling, and performance optimization

**Collaboration & Tools**

- GitHub, Plastic SCM, GitKraken
- Agile & Waterfall workflows
- Cross-disciplinary communication

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## Certificates

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**Full-Stack Game Development**  
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