Murtaza Kanorwala

Unity Developer

Personal Info

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Skills

Unity & C# Development : Singletons, Object Pooling, Optimization, 3D art, Shaders

Level Design, UI/UX, Playtesting & QA

Animation Rigging, Concept Art, Vector Art, Photo editing

Git, JIRA, Agile workflow, Waterfall model

OS expertise : development, testing, and troubleshooting, Hands-on with PC assembly, disassembly, hardware upgrades, circuitry, and component-level troubleshooting, Familiar with cloud platforms (AWS, Chef, Cloud basics), website design, responsive layouts, and front-end development principles

Links

Portfolio
https://murkeh217.github.io/

Hobbies

- Maintain physical wellness and discipline through regular workouts and diet
- Enthusiast of Japanese animation, studying narrative structures, character design, and cultural themes
- Actively learning foreign languages to expand cultural understanding and communication skills

Unity developer with solid background in creating and optimizing interactive applications. Skilled in Unity, C#, and 3D modeling, with strong emphasis on teamwork and adaptability to evolving project requirements. Known for delivering high-quality results and fostering collaborative environments. Reliable and efficient, ensuring project goals are met with precision and creativity.

Experience

Freelance Unity Developer
Self-Employed / 09/2020 - Present

- Designed and developed multiple 2D and 3D games using Unity for mobile and PC platforms.
- Implemented core gameplay systems, user Interfaces, and responsive player controls.
- Collaborated with clients to gather requirements and deliver functional prototypes.
- Integrated ads, analytics, and In-app purchases to enhance monetization strategies.
- Optimized game performance for low-end devices and ensured compliance with store Standards.

Game Tester
Ubisoft / 07/2019 - 07/2020

- Tested game features across multiple platforms, ensuring quality and stability In pre-release builds.
- Reported and documented bugs via JIRA, collaborating with QA leads and developers for prompt resolution.
- Gained hands-on experience with build pipelines and debugging tools within Agile workflows.
- Provided constructive feedback on gameplay, user Interface, and overall player experience.

Independent Skill Building
Self directed learning / 08/2014 - 12/2018

- Explored **cloud technologies** and gained hands-on experience with online platforms.
- Designed and developed **responsive websites**, improving usability and accessibility.
- Strengthened **customer service and sales skills** through direct client interactions.
- Built **hardware expertise** by disassembling PCs, working with circuits, and troubleshooting electronics.
- Gained experience **operating across multiple operating systems** (Windows, Linux, macOS).
- Attended **motivation seminars** and practiced self-discipline for personal growth.
- Traveled widely, developing **cultural awareness, adaptability, and communication skills**.

Education

B.Sc. Computer Science
Thakur College of Science & Commerce / 06/2010 - 06/2013
Mumbai

- Built strong foundation in programming, data structures, algorithms, databases, and operating systems.

- Practice drawing and painting to enhance visual creativity and design sensibility
- Passionate about video games with a focus on gameplay mechanics, user experience and industry trends.

Languages

English

Gujarati

Hindi

- Completed practical lab work and academic projects, applying core computing concepts to real-world scenarios.
- Developed analytical, problem-solving, and logical reasoning skills through coursework and seminars.

Courses

Full Stack Game Development
Outscal / 08/2020 - 08/2021

Achievements

06/2000 - Present
- Won 2nd prize in the Inter-school painting competition in middle school
- Lost 40 kg of weight In 2 years
- Successfully created a game in 2 days for a game jam