

# Murtaza Kanorwala

• Kondhwa-Budruk, Pune

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## SUMMARY

Dynamic Unity Developer with a proven track record at Ubisoft, excelling in game design and optimisation. Expert in C# programming and user interface design. I deliver engaging gameplay experiences. My freelance projects showcase my ability to collaborate effectively and innovate, resulting in successful game prototypes that meet client needs and enhance player engagement.

## EXPERIENCE

**Freelance Unity Developer**, 09/2020 - Current

**Self-Employed** - Pune, India

- 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 monetisation strategies.
- Optimised game performance for low-end devices and ensured compliance with store standards.

**Game Tester**, 07/2019 - 07/2020

**Ubisoft** - Pune, India

- 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 Game Development and Skill Building**, 07/2013 - 12/2018

**Self-directed learning** - Mumbai, India

- Mastered Unity and C# through online courses and hands-on practice.
- Developed and refined small game prototypes to explore core mechanics and player experience.
- Participated in game jams to simulate real-world development cycles and enhance skills.
- Studied game design theory, level design, UI/UX, and mobile optimisation techniques.
- Acquired proficiency in tools such as Blender, Photoshop, Git, and sound editing.
- Created foundational portfolio that attracted freelance and professional opportunities in 2019.

## ACCOMPLISHMENTS

- Won 2nd prize in the Inter-school painting competition in middle school
- Lost 40 kg of weight in 1 year during the last year of college
- Successfully created a game in 2 days for a game jam

## LANGUAGES

Gujarati, Hindi, English

## WEBSITES, PORTFOLIOS, PROFILES

[murkeh217.github.io](https://murkeh217.github.io)

## SKILLS

- Unity development
- C# programming
- Game design
- User interface design
- Game optimisation
- Prototyping

## EDUCATION AND TRAINING

**Bachelor of Science:** Computer Science, 04/2013

**Thakur College of Science & Commerce** - Mumbai

## ACTIVITIES AND HONORS

- **Fitness and swimming** - maintain physical wellness and discipline through regular workouts and swimming
- **Anime and visual storytelling** - enthusiast of Japanese animation, studying narrative structures, character design, and cultural themes
- **Language learning** - actively learning foreign languages to expand cultural understanding and communication skills
- **Digital Art & Illustration** - Practice drawing and painting to enhance visual creativity and design sensibility.
- **Gaming** - Passionate about video games with a focus on gameplay mechanics, user experience, and industry trends.

## CERTIFICATIONS

- Full-Stack Game Developer certified from Outscal