

Murtaza Kanorwala

Unity Developer

Personal Info

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Skills

Unity Expertise

Game Design

Playtesting

Version Control

Animation Rigging

Customer Service

Virtual Reality Development

Concept Art Design

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
- Practice drawing and painting to enhance visual creativity and design sensibility

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

- 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.
- Gained experience in website development and design, building responsive and user-friendly websites.
- Strengthened customer service and salesmanship skills through direct client interactions, fostering positive relationships and delivering tailored solutions.

Education

B.Sc. Computer Science

Thakur College of Science & Commerce / 06/2010 - 06/2013
Mumbai

- Passionate about video games with a focus on gameplay mechanics, user experience and industry trends.

Languages

English

Gujarati

Hindi

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