

Murtaza Kanorwala

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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://github.com/murkeh217)

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