QUTBUDDIN JOHAR

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PROFESSIONAL SUMMARY

Game Developer specializing in Unity (URP/HDRP), C#, and real-time rendering with strong expertise in shader programming (HLSL/ShaderLab). Proven ability to optimize performance, implement complex gameplay systems, and create stylized visuals.

EDUCATION

Vellore Institute of Technology Bhopal, Madhya Pradesh(M.P.)
BTech in Computer Science, Spec in Gaming Technology - 8.08 Sept. 2022 – May. 2026

SKILLS

Languages: C#, Java, HLSL, Python
Developer Tools: Unity, URP, ShaderLab, Render Features, Git, VS Code, Visual Studio, Blender, Trello

EXPERIENCE

DEEP LEARNING TITANS
Game Developer Intern Feb. 2025 – May. 2025

- Designed and implemented a responsive UI for Aiko, a mobile creature collection game built in Unity, ensuring smooth performance and intuitive UX across varied screen sizes and resolutions.
- Integrated and optimized post-processing effects in Aiko to enhance the game's stylized visual presentation while maintaining performance on mobile devices.
- Collaborated with the team on a comprehensive game design document, helping define Aiko's core collection mechanics, visual style, and UX flows to establish a shared creative direction.
- Contributed to level design by creating a free-roam exploration environment that encouraged discovery, player freedom, and meaningful interaction with collectible creatures.
- Designed and developed a standalone minigame within Aiko, built from scratch with custom sound effects and particle systems to deliver to a polished, and engaging gameplay experience.

PROJECTS

Shape Crush | *Unity3D, C#, Team Project* **dev-fury.itch.io/shape-crush**

- Created for the Game Sprint 2024 jam backed by IGDC, developed within 2 days.
- implemented real-time mesh generation and destruction for dynamic gameplay.
- Designed enemy AI with strategic behavior patterns, added stylized VFX and post-processing.
- Built a responsive UI and main menu with customizable settings

The Final One | *Unity3D, C#, Team Project* **dev-fury.itch.io/the-final-one**

- First-person parkour game focused on fast traversal and flow-based mechanics.
- Developed a cel shading effect with HLSL (3-band lighting, shadows, inverse hull outlines) and comic-style render features using bloom and SSAO.
- Used Shader Graph to composite stylized effects into a unified comic book visual.
- Conducted multiple playtests to gather user experience feedback and improve level design.

Project E | *Unity2D, C#, Team Project* **ardenbruh.itch.io/project-e**

- Developed a 2D platformer featuring highly responsive controls and dynamic movement.
- Utilizes assets with pixel art style for it's visual identity.
- Built using Unity2D, Unity New Input System, and Cinemachine for seamless gameplay mechanics.

Ocean Simulation | *Unity, C#, HLSL ,Solo Project* **qutu.itch.io/water-simulation**

- Developed a custom water shader in Unity's ShaderLab simulating dynamic wave motion using fractional Brownian motion (FBM) for natural, layered surface movement.
- Implemented realistic reflections through cubemaps, capturing the surrounding environment for enhanced visual fidelity.
- Applied a simplified Lambertian lighting model to balance believable light interaction with high performance efficiency.