

# Qutbuddin Johar

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## TECHNICAL SKILLS

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**Languages:** C# , C/C++ , Java, Python, JavaScript, HTML/CSS , HLSL, ShaderLab

**Patterns:** Finite State Machines , Behaviour trees , Singletons , Observer , Prototype , Command , FlyWeight

**Engines:** Unity , Unreal Engine

**Developer Tools:** Git, VS Code, Visual Studio, Blender

## EXPERIENCE

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### Deep Learning Titans

Feb 2025 – Present

*Game Developer Intern (Remote)*

- Designed a **responsive UI** for a mobile game in **Unity**, ensuring smooth performance and **intuitive UX** across various screen sizes and resolutions.
- Developed and **optimized custom shaders**, significantly enhancing the game's **visual fidelity** and runtime performance.
- Collaborated on a comprehensive **game design document**, helping define core **mechanics**, visual style, and UX flows to align the team under a shared creative vision.

## HIGHLIGHTED PROJECTS

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### [Shape Crush](#) | *Unity, C#, Team Project*

May 2024

- 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 Big One](#) | *Unity, C#, Team Project*

May 2024

- First-person parkour game focused on fast traversal and flow-based mechanics.
- Engineered a modular FSM-based movement system and reusable rigidbody-driven character controller.
- Conducted multiple playtests to gather user experience feedback and improve level design.

### [Water Simulation](#) | *Unity, HLSL, Solo Project*

Aug – Sept 2024

- Created a vertex shader in ShaderLab to simulate dynamic water surfaces with procedural animation.
- Used **fractional Brownian motion** and a custom periodic wave function to animate water realistically.
- Implemented a basic lighting model with **Lambertian diffuse** and **Blinn-Phong specular** reflection.
- Simulated **environment reflections** using a **cube map**, achieving real-time reflection on water surfaces.

## EXTRACURRICULARS

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- Took part in **Game Jam** backed by **IGDC** and hosted by gaming club
- Certificates**
  - [Java Programming I](#)
  - [Unity and C# basics](#)

## EDUCATION

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### Vellore Institute of Technology

Bhopal, Madhya Pradesh(M.P.)

*BTech in Computer Science, Spec in Gaming Technology*

*Sept. 2022 – May 2026*

- CGPA: **8.03** (Till 7th Semester/Current)

### Vatsalya Public School

Mandsaur, Madhya Pradesh(M.P.)

*10*

*March. 2010 – March 2020*

- 10th Boards Percent: **84%**

### N.S. Singhvi Public School

Mandsaur, Madhya Pradesh(M.P.)

*12*

*March. 2020 – March 2022*

- 12th PCMCs Percent: **78%**