QUTBUDDIN JOHAR

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Git - https://github.com/qutwo   Portfolio- https://qutu.itch.io

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.

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 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

PROJECTS

Shape Crush | *Unity, C#, Team Project* | https://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 Big One | *Unity, C#, Team Project* | https://dev-fury.itch.io/the-big-one

- 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.

3D Parkour | *Unity, C#, HLSL ,Solo Project*| https://qutu.itch.io/parkour-demo

- 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**.
- Implemented an **animation controller** and **state machine** to handle smooth character movement and transitions.

EDUCATION

Vellore Institute of Technology   Bhopal, Madhya Pradesh(M.P.)
BTech in Computer Science, Spec in Gaming Technology - 8.03   Sept. 2022 – May. 2026

N.S. Singhvi Public School   Mandsaur, Madhya Pradesh(M.P.)
12 – 78%   March. 2020 – March. 2022

Vatsalya Public School   Mandsaur, Madhya Pradesh(M.P.)
10 - 84%   March. 2010 – March. 2020

CERTIFICATIONS AND EXTRACURRICULARS

- Took part in **Game Jam backed by IGDC** and hosted by gaming club
- Java Programming I | https://certificates.mooc.fi/validate/640d3wick2e
- Unity and C# Basics | https://coursera.org/share/eae67d5cdb6727ab1f9235d1a5b424b0