

QUTBUDDIN JOHAR

+91-9516042297

<https://www.linkedin.com/in/qutbuddin-johar>

qutubjohar@gmail.com

Git - <https://github.com/qutwo>

Portfolio- <https://qutu.itch.io>

PROFESSIONAL SUMMARY

Game developer with hands-on experience in Unity, C#, and Java. Skilled in shader development, gameplay systems, UI, and optimization. Passionate about game development and real-time rendering.

SKILLS

Languages: C# , Java, HLSL, Python

Developer Tools: Unity, URP, ShaderLab , Git, VS Code, Visual Studio, Blender

EXPERIENCE

DEEP LEARNING TITANS

Game Developer Intern

02/2025 to 05/2025

- 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

BTech in Computer Science, Spec in Gaming Technology - 8.03

Bhopal, Madhya Pradesh(M.P.)

Sept. 2022 – May 2026

Vatsalya Public School

10 - 84%

Mandsaur, Madhya Pradesh(M.P.)

March. 2010 – March 2020

N.S. Singhvi Public School

12 – 78%

Mandsaur, Madhya Pradesh(M.P.)

March. 2020 – March 2022

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>