

QUTBUDDIN JOHAR

+91-9516042297
github.com/qutwo

linkedin.com/in/qutbuddin-johar

qutubjohar@gmail.com
qutubjohar.wixsite.com/qutbuddin-johar

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

BTech in Computer Science, Spec in Gaming Technology - 8.08

Bhopal, Madhya Pradesh(M.P.)
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

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.

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

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 its 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.