


GURIQBAL SINGH

GAME DEVELOPER / GRAPHICS ENGINEER

 0422-649-698

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 Marsfield, Sydney

 [scara2016.github.io](https://github.com/scara2016)
[scara2016.itch.io](https://itch.io/scara2016)

PROFILE

I am Game Developer who loves to delve into graphics and shaders to find and create interesting effects. I am driven to find interesting and weird concepts, either visual or logical and trying to implement the programmatically.

SKILLS

- Unity proficiency
- Writing Shader code
- Great communication
- Translating Artistic goals to programmatic solutions
- Comfort in AGILE environment
- Experience in source control systems

LANGUAGES

- | | |
|----------|--------|
| • C# | • HLSL |
| • Java | • Cg |
| • Python | • GLSL |

EDUCATION

BACHELOR OF GAME DESIGN AND DEVELOPMENT

Macquarie University
2020 - 2022

PROJECTS

FOODFIGHT

VR action game

September 2022 - November 2022

- One of two software developers on a VR project that is slated to be published on the Meta store for Liminal VR platform.
- Wrote a shader for decal projection in unity 2019(no native decals available)
- Wrote the logic for the player controls and interaction
- Debugged graphical issues for the 3D art team.

POST-PROCESSING SHADERS FOR URP

September 2022

- Created a shader based on the Canny Edge detector system
- Created an artistic blur based on the Kuwahara filter
- Created a Gerstener wave vertex manipulation shader

RED-HANDED

Murder-Mystery Story Game

August 2022 - November 2022

- Worked on narrative system for a branching storyline
- Helped create an artistic shattered glass effect for a cut scene
- Led the creation of the inventory system

WORK EXPERIENCE

EMPLOYMENT

DROP-IN CENTRE TUTOR

Macquarie University

August 2022 - December 2022

- Helped First and Second year computing students with conceptual understanding of their material
- Worked with students from diverse fields like Game Development, CyberSec, Database Management and Software Engineering
- Learned how to communicate effectively with a diverse range of students

ASSOCIATE MANAGER

Market Lane Cafe

July 2020 - Present

- Coordinating a team to run a very busy cafe in Manly
- Constant communication with customers and coworkers in a fast paced environment
- Fast-paced, critical decision making

VOLUNTEERING

VOLUNTEER PLAYTESTER

Samurai Punk Games

November 2021

- Volunteered as a pre-release game test subject for a new title by Samurai Punk games providing relevant feedback from both a technical and consumer standpoint

MODERATOR/SPEAKER

Technically Games

November 2022

- Volunteered to help run an Online Game development Conference.
- Moderated different industry talks and gathered questions for the speakers to answer
- Gave a volunteer 5 minute talk on shaders in unity

EVENT ORGANISER/EXEC

Macquarie University League of Legends Society

January 2021 - November 2021

- Helped run one of the largest games societies at Macquarie
- Organized events by delegating roles with short deadlines
- Had a keen eye on what people were interested in to help design and run events.

HOBBIES & INTERESTS

- Writing
- Football
- D&D
- Chess

REFERENCES

DR MALCOLM RYAN

Email:- malcolm.ryan@mq.edu.au

Senior Lecturer for Games Design and Development, School of Computing
Macquarie University

DR CAMERON EDMOND

Email:- cameron.edmond@mq.edu.au

Lecturer in Game Development (Teaching and Leadership), School of Computing
Macquarie University