



NIDA NAAZ

Senior Unity Game Developer

Email ID: naaznida.26@gmail.com

Phone No. : +91-9568777092

#### PROFESSIONAL SUMMARY

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- **6+** years of hands-on IT experience with expertise in Game Development.
- Previous company LogicSimplified Pvt Ltd as **Senior Unity Developer**
- Presently associated with Capgemini Tech Serv India as a **Consultant**.
- Extensively worked on mobile-based applications in development environments using Unity 3D, Flash, C#.
- Ability to handle multiple assignments and perform well in fast-paced and time-sensitive environments.
- Proficient in communicating with internal departments, senior management, and clients.
- Demonstrating the ability to work independently as well as in team settings.
- Fast in learning and adapting new technology and business knowledge.

#### SKILLS

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Backend	Firebase, Socket, Colyseus and photon
Languages	ActionScript 3, C#.
Designing Languages	HTML5, CSS3
	Adobe Flash Builder, Unity3D, AR, VR, Visual Studio
	WebStorm, MonoDevelop, and Sublime Text
	Facebook, Google
	GitHub, Bitbucket, JIRA, Slack

## WORK EXPERIENCE

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**April 2016 to August 2022**

**Sr. Game Developer**

Logic Simplified Pvt Ltd, Dehradun

**August 2022 to Present**

**Consultant**

Capgemini Tech Serv India

## KEY PROJECTS

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### 1. Project Title: Mursion

**Description:** This app is basically used for training new people. There are 2 types of roles (Sim/Learner) to join a session. Sim can train learners on different scenarios through avatars. Sim can give emotions to Avatar by simply selecting through the joystick. Sim can see and hear the learner during the session. and can handle multiple learners in one session.

#### **Role & Responsibilities:**

- Responsible for gameplay development.
- Responsible for UI and data flow from API and games play into the core application.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.
- Responsible to use voice morphing and webcam.

**Technology Environment:** Unity 3D, C#

**Platforms:** Windows

**Duration:** 8 months and Phase Development in continuation( June 2020 to 2022)

### 2. Project Title: Dookie Shoot

**Description:** Dookie shoot is an arcade action game that lets you target Sharks, gators, and other animals. The game also has political figures that you can shoot.

#### **Role & Responsibilities:**

- Responsible for developing the core application.
- Responsible for UI and gameplay into the core application.
- Involved in project management.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.

- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
- Responsible for the UI system.

**Technology Environment:** Unity 3D, C#

**Platforms:** Android and iOS

**Duration:** 6 Months (April 2016 to Sept 2016 )**Live-Link (Android):**

<https://play.google.com/store/apps/details?id=com.jeff.Dev>

### 3. **Project Title:** Haleth Hode

**Description:** Haleth Hode is a role-playing game (RPG). The whole story is divided into 6 different maps. Each map has a different story and task to be performed. The Player has to complete the first map in order to play the next.

#### **Role& Responsibilities:-**

- Responsible for developing the core application.
- Responsible for UI and data flow from API and games played into the core application.
- Involved in project management.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
- Responsible for UI system and timeline videos.

**Technology Environment:** Unity 3D, C#

**Platforms:** Android and iOS

**Duration:** 1 year (Sept 2016 to Aug 2017)

### 4. **Project Title:** Atom Brick Tool

**Description:** Atom Brick tool is a 3D designing tool. Users can create their 3D designs using the given 3D assets in the tool and have their real-time rendering as well.

#### **Role& Responsibilities:-**

- Responsible for developing the core application.
- Responsible for UI and data flow from data files and games played into the core application.
- Involved in project management.
- Involved in sound design with sound engineers.

- Involved in UI design with the Art team.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
- Responsible for the UI system.

**Technology Environment:** Unity 3D, C#

**Platforms:** Windows

**Duration:** 9 Months (July 2019 to March 2020)

## 5. **Project Title:** Rumble Heroes

**Description:** It is a 3D real-time multiplayer competitive fighting game for iOS and Android. In this game, a player can play against AI or another player.

### **Role & Responsibilities:**

- Responsible for Adding new features.
- Responsible for final testing and product release.

**Technology Environment:** Unity 3D, C#

**Platforms:** Gaming Console

**Duration:** 3 Months (March 2017 to May 2017)

## 6. **Project Title:** Memes With Enemies

**Description:** Memes with enemies is a multiplayer game. Users can play this game either with random players or with friends. In the game, both the users will get a similar image and number of cards. Every user will drag an appropriate meme on the image and submit it. These cards will display to other users to vote. The user with maximum vote will be the winner of the round.

### **Role& Responsibilities:-**

- Responsible for developing the core application.
- Responsible for UI and data flow from data files and games played into the core application.
- Involved in project management.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
- Responsible for the UI system.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS and Android

**Duration:** 1 year (May 2017 to April 2018)

## 7. **Project Title:** Flickin' Boogers

**Description:** A casual game to throw boogers at people on the street from the driving seat. Make them shocked as your booger lands on people.

**LiveLink:**

<https://itunes.apple.com/us/app/flickin-boogers/id1161626590?mt=8>

**Role& Responsibilities:-**

- Responsible for developing the core application.
- Responsible for UI and data flow from data files and games played into the core application.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
- Responsible for the UI system.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS

**Duration:** 3 Months (April 2018 to June 2018)

## 8. **Project Title:** Tructo

**Description:** Tructo is a puzzle game that is different from the traditional jigsaw puzzle games that require completing a picture or an illustration. Instead, is based on placing all the puzzle pieces on a grid using the shapes of the pieces as a guide.

Each puzzle piece will decrease the number on its corresponding column and row by the number of the outward connectors.

**Role & Responsibilities:**

- Responsible for gameplay.
- Responsible for API Integration.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS

**Duration:** 6 Months (June 2018 to Dec 2018)

#### 9. **Project Title:** Razor Edge

**Description:** In this project, we are developing 3rd person tactical shooter experience through the inclusion of all great 3rd person combat features that immerse the player into the perfect fusion of intense fun and realism. Key features of the game are various types of weapons, animations according to weapon equipped, Co-op mode of the game where the player gets the flexibility to control a team of 4 players and pass them various commands for attacking and going stealth.

**Role & Responsibilities:**

- Responsible for Adding new features.
- Responsible for final testing and product release

**Technology Environment:** Unity 3D, C#

**Platforms:** Windows PC

**Duration:** 8 Months (Aug 2018 to March 2018)

#### 10. **Project Title:** Corporate Life

**Description:** Corporate life is a multiplayer world simulation game. The Player will start as a trainee and then step by step the player will get promoted in the game. The Person will learn how to work in a corporate world, so, basically, a tool which helps a trainee to become a professional person in the end.

**Role & Responsibilities:**

- Responsible for animation Implementation and API implementation for core gameplay.

**Technology Environment:** Unity 3D, C#

**Platforms:** Windows PC

**Duration:** 6 Months (March 2018 to Aug 2018)

## 11. Project Title: Firecracker Fight

**Description:** FireCracker Fight is a fun fighting game especially for kids. It has 20 levels in which we face different kinds of enemies such as troops, tanks, cars, and bikes. These enemies continuously come near to us and we have to destroy these enemies before they reach us, by throwing bombs over them. Each bomb has its own enemy harming characteristics such as freeze enemy movement, low down health capacity of enemy to 80%, etc.

### **Role & Responsibilities:**

- Responsible for gameplay development.
- Responsible for UI and data flow from API and games play into the core application.
- Involved in project management.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.
- Handled a team of 2 developers to ensure the flow of all games with proper structure and systems.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.

**Technology Environment:** Unity 3D, C#

**Platforms:** Android and IOS

**Duration:** 3 Months (Aug 2018 to Nov 2018)

## 12. Project Title: Ultimate Ludo

**Description:** Ludo is an online strategy board game for two to four players & dice games. Is a multiplayer game that has 4 game modes: - Solo, Duel, battle royal, invites friends. The user has to set a bet before starting any mode. Inside the game, it has many rules which make the game more interesting.

- **Role & Responsibilities:** Responsible for developing the core application.
- Responsible for UI and data flow from API and gameplay into the core application.
- Involved in project management.
- Involved in sound design with sound engineers.
- Involved in UI design with the Art team.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
- Responsible for UI system and data display from 50+ APIs.

**Technology Environment:** Unity 3D, C#, socket

**Platforms:** iOS and Android

**Duration:** 10 Months (Nov 2018 to Aug 2019)

**LiveLink (Android):-**

<https://play.google.com/store/apps/details?id=com.ludo.dev>

### **13. Project Title:** Kitchen Clout

**Description:** Kitchen Clout is a time management cooking game app. Toppings can be added to food and served to customers with minimal clicks. The primary goal is to earn enough Coins to purchase upgrades and pick up enough Restaurant Reviews to advance to new levels. Each of the level guides for Kitchen Clout includes a breakdown of the goals for each Tier of a level, and which Tier holds the Restaurant Review. Each level guide also provides some tips such as which Boosts to use if you are having trouble passing a level.

Game Consist of 110 Levels per Country. Which is further divided into 3 Tiers per Level. Total 330 Games to be played per Country.

**Role & Responsibilities:**

- Responsible for Adding new features and Responsible for UI implementation and animations.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS and Android

**Duration:** 1 Year and Phase Development in continuation.

### **14. Project Title:** Mr-45 Hard To Kill

**Description:** (FPS) First Person Shooting Game. This game is about an Alien named Mr-45 who is very hard to be killed and he is doing mischief on Earth with his men. This game consists of different missions based on different stories which the player has to clear to proceed with the next level. This game includes multiple levels with different Character selections, each level consists of fantastic missions that include helicopter, traffic system, vehicle movement, Auto turret fire and Enemy AI, etc.

**Role & Responsibilities:**

- Responsible for Adding new features and Responsible for UI implementation and animations.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS and Android



**Duration:** 1 Year (April 2019 to March 2020)

#### 15. Project Title: Nigeria Map Puzzle

**Description:** The app is a map jigsaw game using Nigeria map and follows on questions about Nigerian Culture, Politics, and History. It is educational, fun, and entertaining. The jigsaw has 37 pieces representing the 36 states and the Federal Capital Territory, the game has 3 levels of the game. It has three modes easy, medium, and hard.

**Role&Responsibilities:**

- Responsible for Adding new features and Responsible for UI implementation and animations.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.
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**Technology Environment:** Unity 3D, C#

**Platforms:** iOS and Android

**Duration:** 1 Year (Sept 2019 to Aug 2020)

**Live-Link(Android):**

[https://play.google.com/store/apps/details?id=com.nigeriamap.dev&hl=en\\_US&gl=US](https://play.google.com/store/apps/details?id=com.nigeriamap.dev&hl=en_US&gl=US)

#### 16. Project Title: Slap Game

**Description:** This amusing and relaxing game will test your strength and timing skills so your smack generates the most power! Your hits will pack a punch. Watch your opponents fly out of the ring when you hit the knockout blow. You hit them, and they hit the ground. Rise through the ranks and slap everyone from your boss to the mailman to become the new slap boss.

Play and have fun with no repercussions. See if you can K.O. the competition in this no-hold-barred slap-smacking tournament. Stick out your face to take a hit. Time everything right to lay out the competition

**Role & Responsibilities:**

- Responsible for Adding new features and Responsible for UI implementation and animations.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS and Android

**Duration:** 6 Months (Aug 2020 to Jan 2021)

#### **17. Project Title:** Dewey Does

**Description:** The playground memory match game shows you pairs of images of the same sport into two sections in the grid randomly arranged. All you have to do is correctly match sports and activity images as displayed on your screens. But you need to remember what matches with what the right match hides after showing up to test your memory.

The game has multiple levels and always keeps you interested to move up to the next level. The difficulty level goes up and becomes more challenging than the last as you move up in the game. The difficulty level begins with 3 X 3 grids and the size keeps increasing to 4X4 grid, 4X5 grid, and so on. The game becomes even more fun and harder every time you jump on to a new level, and your memory only becomes sharper.

#### **Role& Responsibilities:**

- Responsible for Adding new features and Responsible for UI implementation and animations.
- Responsible for the final merging of received games with core application and testing different unit test cases to ensure proper working.

**Technology Environment:** Unity 3D, C#

**Platforms:** iOS and Android

**Duration:** 6 Months (Jan 2021 to Jun 2021)

**Live-Link(IOS):**

<https://apps.apple.com/us/app/dewey-does-memory-match-game/id1466049920>

## **EDUCATION**

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- **Master of Computer Application(MCA)** from Govind Ballabh Pant University of agriculture and technology, Pantnagar.