Shiraz V Kamar

UNITY DEVELOPER | GAME PROGRAMMER

// CONTACT

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Location:
Muweilah, Sharjah, UAE

// SKILLS

- Active listening
- Organizational skills
- Time management
- Problem-solving
- Attention to detail
- Progressive thinking
- Rapid prototyping
- Adaptability
- Continuous learning

// TECHNICAL SKILLS

- C#, Python, Java, HTML, CSS, and javascript
- Version Control (github, plastic SCM)
- Shaders (HLSL), 3D modeling
- Debugging And Testing
- Singleton, state pattern, SOLID, observer

// WORK EXPERIENCE

Game Programmer   (2023 - 2024)
Hypernova Interactive , Bengaluru, India

- **Mayanagari**

- Strengthened Mayanagari's user experience by resolving bugs and implementing enhancements, resulting in a decrease in issues.

- Implemented the action queue feature, which resulted in a decrease in player frustration during complex gameplay scenarios.

- Conducted in-depth research and laid the groundwork for implementing multiplayer functionality in Mayanagari, setting the stage for future development initiatives and positioning of the project for scalability and community growth.

- **Dojo Defenders**

- Development of a prototype mid-core game with innovative gameplay features that increased player engagement in testing stages.

- Implemented new features like (Active and Passive skills, Multiple Traps, Obstacles) and resolved bugs.

- Performed a part in iterative design procedures that led in multiple revisions and an improvement in the game mechanics' efficacy, as verified by playtester feedback.

// PROJECTS

I-Frankenstein (PC)   (2023)
ICAT 13th Graduation Showcase: Best Project
RPG, Survival, Puzzle, and Game (Group Project)
Roles: Team Lead,Lead Programmer/Designer,
            Scene composition, lighting
Description: I-Frankenstein is a 3D game where players take on the perspective of Frankenstein's creature, piecing himself together while facing obstacles and terrors from the experiments conducted on him.

- Collaborated with animators and artists to create and refine hand animation, and character texture.

- Adapted to changes in project requirements and deadlines by staying flexible and maintaining a positive attitude throughout the development of the game.

Holy Souls (Mobile)   (2022)
Procedurally Generated Maze (Solo Project)
Description: As the overseer of souls from purgatory, you hold the power to determine their fate, either granting them life or passing judgment of death.

AR Birthday Gift (Mobile)   (2022)
Augmented Reality Project (Solo Project)
Description: An augmented reality gift box with a cake that pops out, featuring interactive elements such as the ability to eat the cake, pop balloons, play birthday songs, etc.

The Elementals (PC)   (2023)
ICAT Game Jam winner (2nd place)
Third-Person Endless Shooter (Group Project)
Roles: Team Lead,Lead Developer/Designer,
          Scene Composition, Lighting
Description: The robotic elemental is strengthening itself in anticipation of an attack from aliens by transforming into different elements.

• Successfully developed and submitted a game within the given time frame and theme

• Demonstrated strong teamwork, project management, and technical skills in game development

Sound Scapes (PC)   (2020)
3D Side-Scroller (Group Project)
Roles: Assistant Developer/Designer
Description: A character capable of producing platforms to overcome difficulties and cross over obstacles.

// EDUCATION

M.Sc. in Game Technology
ICAT Design & Media College,
Bengaluru

Achievements:
Recipient of the "**Best Project**" award at ICAT   (30/4/2023)
13th Graduation Showcase for [I-Frankenstein]

Participated in the ICAT Game Jam (48 hours)   (1/2/2023)
Awarded 2nd Place [The Elementals]

B.Sc. in Animation and Game Design
Whistling Woods International,
Mumbai

Extracurricular Activities:
Participated in Arvind Neelakantan's Unity   (16/8/2018)
Workshop and created a video as part of it (1-day jam)
Roles: designer/developer

I Participated in Unite event and   (25/11/2019)
Participated in a VR workshop