

# Shiraz V Kamar

DEVELOPER | PROGRAMMER



## CONTACT

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**Location:**

Sharjah, UAE (Open to relocate)

**Portfolio:**

<https://shiraz-v-kamar.github.io/>

## SOFT SKILLS

- Active listening
- Organizational skills
- Efficiency in resource allocation
- Strategic resolution
- Precision in execution
- 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,  
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.

## PORTFOLIO

- <https://shiraz-v-kamar.github.io/>
- Prototypes, Gameplay videos, Projects

## SOFTWARES

- Unreal, Unity
- Github, Plastic SCM
- Illustrator, Photoshop
- Zbrush, Maya
- Substance Painter
- Visual Studio Code, Visual Studio
- Miro, Notion, Slack,

## INTERESTS



Anime



GameDev



Music



Art



Gaming



Reading

## LANGUAGES

- |             |              |
|-------------|--------------|
| • English   | Professional |
| • Malayalam | Native       |
| • Hindi     | Intermediate |

### 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

### B.Sc. in Animation and Game Design

Whistling Woods International,  
Mumbai

## AWARDS

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)  
Awarded 2nd Place [The Elementals] (1/2/2023)