

MURTAZA KANORWALA

GAME DEVELOPER

CONTACT

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🌐 [Github](#)

🌐 [Portfolio](#)

🌐 [Published Games](#)

📍 Pune, India

TECHNICAL

Unity3D	◆◆◆◆◆
Github	◆◆◆◆◆
JIRA	◆◆◆◆◆
Blender	◆◆◆◆◆

EDUCATION

Full Stack Game Development course
Outscal
Remote

B.Sc Computer Science
Mumbai University
Thakur College of Science & Commerce

SKILLS

- Effective Communication
- Game Design
- Game Prototypes
- Game Replicas
- Coding skills
- Attention to Details
- Punctual
- Teamwork & Collaboration
- Dependable & Responsible

PROFILE

Passionate junior game developer seeking a dynamic role to apply technical skills and creativity in creating captivating gaming experiences. Committed to pushing boundaries and contributing to a collaborative team in delivering high-quality games.

WORK EXPERIENCE

Junior Game Developer - Internship 2022 - 2023
APM Games, Remote

- Collaborated with the development team to design and implement 50+ game features, resulting in an increased user engagement rate of 25%
- Wrote and tested code for 20+ game functions to ensure seamless gameplay experience
- Participated in code reviews and provided feedback to other developers, resulting in improved code quality and a 15% decrease in bug reports
- Debugged and fixed 30+ issues that arose during development, resulting in a smooth release of 5 game updates

Junior Game Tester 2019 - 2020
Ubisoft, Pune

- Tested 5+ games and identified 50+ bugs or glitches that may affect the gameplay experience
- Documented issues in detail, including steps to reproduce them and providing relevant screenshots or videos, resulting in a 95% fix rate for reported bugs
- Worked closely with the development team to ensure that bugs were fixed and the game was improved, resulting in a 10% increase in user engagement
- Maintained accurate and up-to-date documentation of testing activities, including bug reports, test plans, and test cases, resulting in a 20% increase in testing efficiency

PROJECTS

3D Battle Tanks [Github](#)

- Generic Singleton approach for managerial scripts.
- Achievement system implication using Observer Pattern.
- State Machine Behaviours for maintaining different states of enemy like patrolling, chasing, attacking, etc.
- Scriptable Objects used for enemy tanks for convenient designing

2D Platformer [Github](#)

- AI for 2D patrolling enemy.
- Implementing persistent save system for game using Data Serialization.
- Responsive UI for player's health, collectibles and scenes.

Killer Wave [Github](#)

- Serializing/Deserializing and storing JSON data
- AI NavMesh implementation
- Unity Ads implemented for shop and upgrade system for player

2.5D Fighting Game [Github](#)

- Collisions and Triggers use to create hit/hurt boxes.
- Rigged 3D models, added custom animations to it and application of Post-Processing effects.

Grid Movement Multiplayer [Github](#)

- Block movement like board game
- MVC pattern for player movement
- Implemented PvP multiplayer through Photon PUN2

GAME JAMS

Ludum Dare 48 [Game](#)

Developed and published a rhythm game in 2 days based on theme of going deep