



# KARAN SHAH

## UNITY DEVELOPER

### / ABOUT ME

A results-driven professional who does not hesitate to challenge the status quo. I love playing, designing and developing games.

### / EDUCATION

#### >> Center For Digital Media (UBC- SFU- ECUAD- BCIT)

Master of Digital Media (Cohort 15)  
Sept 2020 - Present

#### >> L.J Institute Of Eng. & Tech. (Gujarat Technological University)

B.Eng Information & Communication Tech.  
May 2015 - June 2019

### / TECHNICAL SKILLS

**Programming:** C#, C/C++, JavaScript  
**Game Dev:** Unity 3D Game Engine  
**Web Tech:** JQuery, Ajax, Bootstrap, ReactJs, HTML 5, CSS 3, PHP, Laravel  
**Version Control:** GitHub, GitLab  
**Methodologies:** Agile, Waterfall

### / CREATIVE SKILLS

**Image Editing:** Adobe Photoshop, GIMP  
**Vector Graphics:** CorelDraw, Illustrator, Indesign  
**3D Modelling:** Blender, ProBuilder(UnityPackage)  
**Video Editing:** Adobe Premiere Pro & Sony Vegas Pro.  
**Version Control:** GitHub, GitLab

### / PERSONAL PROJECTS

#### Bumblebeedum 2D/3D - (Psychedelic Theme Game)

- A mix of 2D and 3D; a psychedelic game based on a bumblebee stuck in a drug factory. 2D & 3D both versions made in Unity

#### Interactive House - (Architectural Visualization)

- Interactive Walkthrough of a 3D Apartment where users can walk and customize their house in real-time. This project is made with Unity.

#### Flappy Into the Wild - (My First Game)

- A Horizontal Scrolling flappy bird clone game, but with a forest setting.

### / CONTACT DETAILS

Email: [karanshah.ks1211@gmail.com](mailto:karanshah.ks1211@gmail.com)  
Website [www.karanshah.tk](http://www.karanshah.tk)  
Mobile No. [\(604\)-230-0511](tel:(604)-230-0511)

### / WORK EXPERIENCE

#### >> Intermediate Unity 3D Developer

Galactic Thumb India | October 2019 - March 2020

- Developed MVPs and prototypes for Concept Tests.
- Created gameplay systems as per the design document specifications.
- Worked with teams of artists, designers and developers to create efficient pipelines and game systems.
- Produced Cinematic Slices of gameplay to test user engagement over multiple social media platforms.
- Created technical documentation for mechanics for smooth integration into the modules/systems.

#### >> Production Engineer (Computers & Information Systems)

EXPORTER | March 2019 - September 2019

- Performed Unit Testing & Quality Assurance for Technological products & software.
- Handled internal hardware/software problems and ensured the security of company data.
- Integrated Software/Hardware to existing pipelines to enhance efficiency.
- Assisting and collaborating with other teams as a technical consultant.

#### >> Unity 3D Developer (Internship)

T.M Systems Private Ltd. | January 2019 - March 2019

- Made VR applications in Oculus GO & Rift for architectural visualization in Unity 3D.
- Collaborated with interdisciplinary teams for generating efficient pipelines.
- Documentation and bug fixes for existing projects.

### / INDUSTRY PROJECT

#### >> Project Manager / Game Designer / Unity Developer

Center For Digital Media | Vancouver Maritime Museum  
September 2020 - April 2021

- Worked with an interdisciplinary team of artists, designers, and developers to develop a gamified Tug-boat simulator for a museum installation targeting kids.
- Managed the project and adopted Scrum and Agile methodologies for efficient iterative development.
- Worked with other developers to design the gameplay systems and modules for hardware integration.
- Acted as a liaison between design and development to realise the best feasible design in development.
- Developed the Narration and Mission Systems

