

# Maaz Faizan

## INDIE GAME DEVELOPER & XR DEVELOPER

### Profile

An Indie game and XR developer with a passion for creating immersive, innovative games and a broad skill set spanning game design, programming (Unity/C#), 3D art, pixel art, and sound design.

### Education

2021-2024

**B.Sc. in Gaming (Animation & VR)** – Jain University, Bangalore, India

- Graduated with a strong foundation in game design and development.

### Work experience

April 2024  
- Present

#### XR Developer at AutoVRse

- Developing custom behaviors for **VRseBuilder**, an XR training-module creation software.
- Researching and prototyping new features for VR/AR training modules as part of the R&D team.
- Conceptualized and built a cosmetic item shop feature for **Tempo Travelers**, an upcoming VR game on the Meta platform.

### Skills and Software

Since 2019

#### Game Programming in Unity (Unity, C#)

- Over 4 years of experience developing games in Unity. Proficient in optimization, version control (Git), and designing robust gameplay systems. Versatile with VR/AR development, mobile platforms, shader programming, particle effects, and Unity extensions (Cinemachine, Tweeners, Dialogue System). Experienced in Unity editor scripting and cross-platform deployment (including XR).

Since 2019

#### 3D Art and Animation (Blender)

- 4+ years of experience in 3D modeling and animation using Blender. Skilled at low-poly modeling, UV unwrapping, and texturing to create optimized, game-ready assets. Familiar with advanced Blender workflows (modifiers, sculpting) and the full 3D animation pipeline from rigging and animating to exporting models into Unity.

Since 2020

### Pixel Art & 2D Design (Aseprite)

- 3+ years of experience creating pixel art. Able to produce both low-res and high-res sprites, fluid animations, and tileable textures. Designed user interface (UI) elements, icons, and logos with efficient sprite-sheet workflows. Strong grasp of color theory and lighting for 2D art, with experience integrating assets into Unity.

Since 2018

### Graphic design (Photoshop)

- 5+ years of experience in digital art and graphic design. Proficient in Adobe Photoshop for creating game graphics, seamless textures for Unity, promotional materials, and UI/UX prototypes. Skilled in designing GUI elements and visual assets tailored for games and applications.

Since 2023

### Music Composition & Sound Design (Audacity, Reaper)

- ~2 years of experience in composing music and creating sound effects for games. Capable of mixing and editing audio tracks to be game-ready. Able to produce original sound effects and loopable background tracks to enhance gameplay atmosphere.

---

## Game Projects

July 2023

### [Pawn's Gambit](#) - Team Lead & Programmer (IndieCade Greenlight Jam 2023)

- Conceptualized the core game idea and design documentation; developed and programmed gameplay; created visual effects (VFX), technical art assets, character rigs, and animations.
- Led a team of five through a one-month development cycle (four sprints) to complete this chess-themed boss-rush game.
- **Achievements:** Won the **"Ready to Release" Award** at IndieCade's Greenlight Jam 2023, and was nominated for **Student Game of the Year** at IGDC 2023.

July 2023

### [Orbitrary](#) - Developer & Artist (24-hour Game Jam, 2023)

- Drafted the initial design concept; developed core mechanics and programmed gameplay; created all art, animations, UI elements, and music.
- Collaborated with a junior game designer/writer to complete the game within a 24-hour jam timeframe.

February 2023

### [23 Car-root Beer](#) - Team Lead & Developer (Global Game Jam 2023, Bangalore)

- Programmed a quirky racing/brew-themed game. Created character rigs and animations; contributed original music and sound effects.
- Led a team of three to successfully build the game within 48 hours for the **Global Game Jam 2023** (Bangalore).

January 2023	<a href="#"><u>Forgetting How to Remember</u></a> (Demo) - Solo Developer (Independent Project, 2023)
	<ul style="list-style-type: none"> <li>• Conceived and designed the game's concept, narrative, and mechanics; developed and programmed all gameplay systems.</li> <li>• Created all art assets, animations, cutscenes, and original music, while collaborating with a game writer to refine the story and dialogue.</li> </ul>
May 2022	<a href="#"><u>Captain Stache Can't Multitask</u></a> - Team Lead & Developer (Ludum Dare 50, 2022)
	<ul style="list-style-type: none"> <li>• Originated the game concept and gameplay design; programmed core features; created GUI elements; rigged and animated character sprites.</li> <li>• Led a team of four to develop a complete game in 72 hours for <b>Ludum Dare 50</b> (theme: "Delay the Inevitable").</li> </ul>

---

## Honors and awards

August 2024	<b>Devcom 2024 Scholarship (Cologne, Germany)</b>
	Awarded a scholarship (via industry program) to attend Devcom 2024, the leading game developers' conference.
December 2023	<b>First Place – JIT Gameathon 2023</b>
	Won the 24-hour annual Gameathon at Jyothy Institute of Technology (theme: "Nanobots") with the roguelike game <i>Nano-Rogue</i> .
November 2023	<b>Student Game of the Year Nominee – IGDC 2023</b>
	<i>Pawn's Gambit</i> was nominated as a finalist for Student Game of the Year at the India Game Developer Conference 2023.
July 2023	<b>"Ready to Release" Award – IndieCade Greenlight Jam 2023</b>
	Won the top prize for <i>Pawn's Gambit</i> at IndieCade's Greenlight Jam 2023.
March 2023	<b>First Place &amp; Best Interpretation of Theme – ASIET Gameathon 2023</b>
	Achieved 1st Place and "Best Interpretation of Theme" at Adi Shankara Institute of Engineering & Technology's 24-hour game jam (theme: "One More Run").

---