ABDUL RAHMAN

Software Engineer in Unity & AR VR | Project Manager | Computer Programmer

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SUMMARY

Software Engineer in Unity & Game Publisher | Project Manager committed to personal growth, technical excellence, and team success. With a strong focus on delivering captivating gaming experiences, I thrive on leading cross-functional teams and fostering a collaborative work environment.

EXPERIENCE

Software Programmer
SparksLab Technology

📅 11/2022 -2/2024 📍 Dubai, United Arab Emirates

- Design and develop interactive AR, VR, and Kinect sensor-based games using Unity, focusing on immersive and engaging user experiences.
- Integrate various hardware devices such as Arduino, lidar sensors, leap sensors, and tangible tables with Unity applications to create real-time interactive solutions.
- Develop and implement efficient communication protocols between Unity and external hardware devices, ensuring seamless real-time interaction.
- Write optimized, high-performance C# scripts to drive gameplay mechanics and system functionality within Unity projects.
- Work with AR/VR platforms and SDKs, including Vuforia, ARKit, ARCore, and SteamVR, to build applications that leverage cutting-edge immersive technologies.
- Optimize Unity applications for performance, focusing on memory management, frame rate optimization, and ensuring smooth user experiences.

Unity Developer
Three Ace Technologies

📅 3/2021 -10/2022 📍 Bahawalpur, Pakistan

- Developed and released iOS and Android mobile games using Unity and C#.

PROJECT

Software Programmer
General Authority for Military Industries (GAMI)

Contributed to a highly innovative project for GAMI which was presented at esteemed International Defense Exhibition and Conference (IDEX) 2023.

Software Programmer
Saudi ARAMCO

Had the privilege of contributing to a cutting-edge project for Aramco, where I played a pivotal role as a programmer, developing sophisticated solutions that addressed critical operational challenges, demonstrating a deep understanding of both the technical and strategic facets of the project.

SKILLS

C# Object-Oriented Programming

Unity 3D Game Development

Agile Methodologies

AR/ VR development Leadership

Effective communications

Project Coordination

Agile Methodologies

Managing Project Budgets

Project Planning Jira Slack

Interpersonal Skills

Teamwork Negotiation

Microsoft Office

EXPERIENCE

- Contributed to all phases of the game development lifecycle.
- Implemented gameplay mechanics, UI/UX elements, and optimization techniques.
- Collaborated with graphic designers, 3D modelers, and management to ensure timely, high-quality game delivery.
- Debugged and resolved issues to enhance performance and user experience.
- Successfully developed multiple games with over 10 million downloads on Google Play Store.
- Conducted code reviews and provided mentorship to junior developers.

Unity Software Engineer
Code X Layer

📅 4/2020 -2/2021   📍 Lahore, Pakistan

- Led the design and optimization of complex game systems in Unity and C#.
- Managed and mentored a development team, ensuring code quality and adherence to best practices.
- Collaborated with cross-functional teams to integrate assets and features seamlessly.
- Spearheaded performance optimization, enhancing game efficiency across platforms.
- Developed custom tools and scripts to streamline workflows and improve productivity.

Unity 3D Developer (Part Time)
CAS Center for Advanced Solutions

📅 6/2018 -1/2020   📍 Bahawalpur, Pakistan

- Assisted in the development of mobile games using Unity and C#.
- Implemented basic gameplay features and user interface elements.
- Collaborated with senior developers on debugging and optimizing game performance.
- Participated in team meetings to discuss project progress and challenges.
- Worked on integrating third-party assets and plugins into Unity projects.
- Assisted in testing and fixing bugs to ensure smooth gameplay.
- Gained experience in version control systems like Git for managing project files.

Education

Masters of Science in Computer Software Engineering
Charles Darwin University

📅 3/2024 -Present   📍 Darwin City, Australia

Bachelors of Science in Software Engineering
COMSATS University

📅 1/2016 -1/2020   📍 Islamabad, Pakistan

Certification

Unity Game Development
Center for Advanced Solution

📅 6/2019   📍 Bhawalpur, Pakistan

Unreal Engine Game Development
Center for Advanced Solution

📅 5/2018   📍 Bhawalpur, Pakistan