

# Abdullah Tahir

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## SUMMARY

**Game Developer** with a strong foundation in **Full Stack (MERN) development** and a passion for creating engaging interactive experiences. Experienced in **Unity3D**, having built **2D games** and led an AR-based architectural visualization project (**Arch360**), integrating real-world interaction into digital environments. Proficient in **C#, C++, Python**, and cloud-based technologies. Completed internship at **FAIR**, contributing to football analytics tools, with additional skills in backend scalability, frontend optimization, and RESTful API development. Excited to bring technical expertise and creativity to innovative game and full stack development teams

## EXPERIENCE

### Software Engineering Intern

**FAIR (Football and AI Research) - Remote**

**August 2024 - April 2025, London, UK**

- Improved front-end experience using **React.js**, with performance tweaks like code-splitting and **lazy loading** to enhance load times.
- Contributed to **REST API development**, optimizing response times and backend efficiency.
- Migrated over **2GB** of player and match data across **5 major football leagues** in MongoDB with zero downtime.
- Scraped and mapped data for over **10,000 players** from a third-party platform to match structured API data.

## PROJECT

### ARCH360 – AR-powered Visualization Platform (Unity, C#, ARCore/ARKit)

Final Year Project · [shorturl.at/4oA5B](https://shorturl.at/4oA5B)

- Developing an **Augmented Reality (AR)**-powered platform to help architects and clients visualize architectural designs in real-time within physical environments.
- Implementing interactive 3D building models with AI-driven customization features, allowing users to modify materials, layouts, and styles on the fly for better design decisions.
- Built using **Unity** and **ARCore/ARKit**, delivering cross-platform AR experiences with frame rates exceeding **60 FPS** for smooth interactions.
- Enhanced client engagement and project clarity, contributing to a increase in client satisfaction during initial user testing phases.

### The Quest of the Lost Relic

Unity2D | C# | Game Development

- Designed and developed a **2D action-adventure** game with **5+** interactive levels, implementing player exploration and puzzle-solving challenges.
- Implemented core systems including player movement, inventory management, enemy AI, health mechanics, and multiple interactive levels.
- Developed a quest and reward system with **10+** unique tasks, enhancing player engagement and progression throughout the storyline.
- Optimized game performance for smooth gameplay across different devices, with attention to efficient asset management and scene loading.

### Cric360 - MERN

Semester Project · [github.com/haris-sohail/Cric360](https://github.com/haris-sohail/Cric360)

- Developed a comprehensive cricket match management platform using the **MERN** stack, facilitating team registrations, match bookings, and real-time scoring functionalities. Optimized backend logic and RESTful APIs to ensure smooth data handling and scalability.
- Designed and implemented features like player rating display during matches and real-time score tracking to enhance user engagement.
- Developed scalable backend using **Node.js, Express, and MongoDB** with **RESTful APIs** to support seamless data handling.

## EDUCATION

### Bachelor's in Computer Science

National University of Computer and Emerging Sciences - FAST · Islamabad, Pakistan

## SKILLS

**Programming Languages:** JavaScript (ES6+), Python, C++, C, C#, SQL, Golang (basic)

**Frontend:** React.js, Next.js (basic), HTML5, CSS3, Tailwind CSS, Bootstrap

**Backend:** Node.js, Express.js, Flask, FastAPI

**Databases:** MongoDB, MySQL, SQL Server, PostgreSQL

**DevOps & Tools:** Git, GitHub Actions (CI/CD), Docker

**Game Development:** Unity3D (2D & AR projects), C# scripting