

# Adil Chishty

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## Objective

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To apply my expertise in AI, game development, video editing, and machine learning in a dynamic role that fosters professional growth and innovation.

## Education

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### Bachelor of Science in Computer Science

Bahria University, Islamabad

*Expected Graduation: 2025*

## Experience

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### Unity Game Development Intern

Pixel Square, Rawalpindi, Pakistan

*July 2023 – September 2023*

- Developed a 3D car racing game using Unity, including the integration of car physics and AI-driven opponents.
- Assisted in implementing game mechanics, level design, and optimization for improved performance.
- Collaborated with the team to refine the user interface and enhance the overall player experience.

### Freelance Video Editor

Private Client, Remote

*December 2023 – March 2025*

- Delivered 2D animations, logo animations, color grading, and video edits for various clients.
- Performed video stabilization, masking, and motion tracking for high-quality content.
- Added sound effects and synchronized audio to enhance viewer experience.

### CO-Founder & CTO

Sfiero, Islamabad, Pakistan

*March 2025 – Present*

- Launched a startup specializing in AI solutions for various industries, focusing on automation and machine learning applications.
- Oversee the development of AI-driven tools and systems to optimize business processes.
- Manage a team of developers and engineers to bring innovative AI products to market.

## Skills

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**Programming Languages:** C++, C, Python, Java

**Game Engines:** Unity, Unreal Engine

**AI Tools:** TensorFlow, Keras, Scikit-learn

**Web App Development:** React, React Native, Firebase, Expo

**Video Editing:** Premiere Pro, After Effects

**Others:** GNS3, Git, Visual Studio, Jupyter Notebooks

## Projects

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### Armed Vehicle Detection Using Satellite Images

*Machine Learning, Python*

Developed an AI-based system to detect armed vehicles using satellite imagery. Improved detection accuracy using convolutional neural networks (CNNs).

**Car Racing Game in Unity***Unity, C*

Developed a 3D car racing game as part of an internship, featuring dynamic car physics, AI-driven opponents, and a multiplayer mode.

**2D Mobile Game***Unity, C*

Created a 2D mobile game for both Android and iOS, focusing on user engagement, smooth gameplay mechanics, and performance optimization.

**Music Generation Using LSTM***Python, Keras*

Developed a model using LSTM (Long Short-Term Memory) to generate music sequences based on training data from existing compositions.

**Fact Checker***React Native, Firebase, AI*

Developed a fact-checking platform that uses AI to verify the credibility of online information. Integrated real-time data validation and feedback systems.

**Virsua: The Winter's Cure***Unreal Engine 5, C++*

Developed a survival-based adventure game involving a protagonist trying to escape a forest during a zombie apocalypse. Integrated dual AI systems for NPCs and enemies using Behavior Trees.

**Additional Information**

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**Languages:** English, Urdu

**Interests:** AI Research, Game Development, Playing Video Games