AHMAD RAZA

UNITY AR/VR GAME DEVELOPER | SOFTWARE ENGINEER

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SUMMARY

Unity AR/VR Game Developer with 4+ years of professional experience in developing AR applications, VR simulations, multiplayer games, and WebGL projects. Strong expertise in Unity 3D, C#, AR Foundation, XR Interaction Toolkit, Photon Fusion, and cloud-integrated systems using AWS and Firebase. Proven ability to deliver scalable, high-performance, and engaging interactive applications for gaming, education, and simulation domains

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PROFESSIONAL EXPERIENCE

GAME DEVELOPER | ARGONTEQ   APRIL 2025 -- Present

- Leading front-end development of Zanthlar, a competitive multiplayer card game built in Unity.
- Designed and implemented interactive UI/UX systems for card interactions, player stats, and game phases.
- Integrated real-time multiplayer features by collaborating with backend teams.
- Conducted testing, debugging, and performance optimization to ensure high product quality.

GAME DEVELOPER | CONOVO TECHNOLOGIES INC.   APRIL 2022 -- DEC 2024

- Worked collaboratively with clients to understand their specific requirements and needs, and tailored project plans accordingly.
- Maintained regular communication with clients throughout the project lifecycle to ensure that their needs were being met and that the project was progressing as planned.
- Successfully completed multiple projects according to client requirements.
- Maintained detailed project documentation and provided regular progress updates to clients and project stakeholders.
- Conducted testing and debugging to identify and resolve technical issues and improve overall product quality.

UNITY DEVELOPER | MINDBOTIX   SEPTEMBER 2021 -- AUG 2022

- Developed and implemented game systems and mechanics using C# and game engine.
- Developed simulation games using Unity, including designing gameplay mechanics, implementing AI systems, and creating realistic physics simulations.
- Worked closely with other engineers to optimize game performance and reduce load times.

TECHNICAL SKILLS

GAME DEVELOPMENT:

- Unity 3D, C#, Game Mechanics, UI/UX Integration, Performance Optimization

AR / VR & XR:

- AR Foundation, XR Interaction Toolkit, Mixed Reality, HoloLens

MULTIPLAYER & NETWORKING:

- Photon Fusion, Real-time Multiplayer Systems, Networking Protocols

CLOUD & BACKEND:

- AWS (EC2, S3, RDS), Firebase, REST APIs

PLATFORMS:

- WebGL, Cross-Platform Development

TOOLS & TECHNOLOGIES:

- Unity, Visual Studio, GitHub, Jira, Trello, Postman, Unity Version Control

EDUCATION	**BACHELOR OF COMPUTER SCIENCE**	**2017-2021**
	UNIVERSITY OF ENGINEERING & TECHNOLOGY, LAHORE PAKISTAN	

CERTIFICATIONS

- AWS CLOUD PRACTIONIOR EXAM │ 17 JAN 2025 │ ISSUED BY: AMAZON AWS
- MOBILE AR DEVELOPMENT │ISSUED ON: 23 MAR 2025 │ ISSUED BY: UNITY TECHNOLOGIES

PROJECTS

POKER GAME (WEBGL MULTIPLAYER)

- Developed Unity front-end with .NET backend integration.
- Integrated Firebase and REST APIs for real-time data synchronization.
- Designed optimized UI and multiplayer mechanics.

AR EDUCATION EXPLORER APP

- Developed an AR application allowing users to explore educational content interactively.
- Designed UI/UX for intuitive navigation and implemented AR content placement using Unity and AR Foundation.
- Conducted rigorous testing to ensure compatibility across AR-enabled devices.

AR DRAWING APP

- Built an AR drawing application that lets users draw and interact with 3D objects in real-world environments. ·
- Integrated intuitive drawing mechanics and optimized performance for smooth rendering.
- Implemented features for saving and sharing drawings within the app

DRIVING TRAINING APPLICATION (HOLOLENS)

- Developed a mixed-reality driving tutorial application with interactive lessons.
- Tested and optimized for smooth HoloLens performance.

VR VIDEO PLAYER (WEBGL)

- Built a WebGL-based VR video player with immersive video playback and interactive controls. ·
- Developed a visually appealing UI and optimized performance across WebGL platforms

DEATH RACE (MULTIPLAYER GAME)

- Designed multiplayer functionalities using Photon Fusion for synchronous gameplay.
- Integrated racing elements like vehicles, tracks, and power-ups to enhance the experience. ·
- Ensured minimal latency through extensive testing and debugging.

FALCON STRIKE GAME

- Managed data using the Addressable Asset System and Amazon AWS S3 Bucket.
- Designed reusable levels using Scriptable Objects and stored player states with JSON. ·
- Debugged and tested for seamless integration and smooth gameplay.

PUZZLE GAME

- Designed challenging gameplay mechanics with engaging UI/UX.
- Tested and optimized the game for cross-device compatibility

LANGUAGE

- Urdu, English