

MUHAMMAD 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

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 PRACTITIONER 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)	
	<ul style="list-style-type: none">• 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	
	<ul style="list-style-type: none">• 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	
	<ul style="list-style-type: none">• 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)	
	<ul style="list-style-type: none">• Developed a mixed-reality driving tutorial application with interactive lessons.• Tested and optimized for smooth HoloLens performance.	
	VR VIDEO PLAYER (WEBGL)	
	<ul style="list-style-type: none">• 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)	
	<ul style="list-style-type: none">• 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	
	<ul style="list-style-type: none">• 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	
	<ul style="list-style-type: none">• Designed challenging gameplay mechanics with engaging UI/UX.• Tested and optimized the game for cross-device compatibility	
LANGUAGE	• Urdu, English	