

Ali Hussain

Unity Game Engineer/Programmer



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About Me

Passionate Unity Engineer with 3+ years of experience crafting immersive gaming experiences and shipping Unity-based graphics software & Games. Specialize in Unity 3D and C# scripting, adept at leveraging VR skills to bring ideas to life. Committed to pushing boundaries in game mechanics, AI, and graphics. Thrives in collaborative team settings and eager to connect with fellow developers and designers to create innovative projects.

Work Experience

SONY Unity Engineer - (Consultant via Juego Studios)

Sony India Software Center, Bangalore

October 2021 to Present

Project 1 & 2: SRD Model Viewer & 3D Pacman

Technology: Sony's Spatial Reality Display

- Collaborated on the successful deployment of the SRD Model Viewer for Sony's SR Display, a 3D viewer display designed for single-person use. [Link](#)
- Implemented interactive 3D model loading and display features within the SRD Model Viewer application. [\[Proj1\]](#)
- Contributed to profiling and optimization efforts for projects [\[proj1, 3\]](#) and [\[proj4\]](#) to enhance performance and user experience.
- Programmed and executed user interface (UI), menus, and additional functionalities to enhance the usability. [\[Proj1, proj2\]](#) and [\[proj3\]](#)
- Developed a 3D version of the classic Pacman game tailored for Sony's Spatial Reality Display, introducing immersive gameplay mechanics and a dynamic 3D environment. [\[Proj2\]](#)
- Introduced 3D movement, ladder climbing mechanics, and advanced AI for ghost behavior using Unity and C#. [\[Proj2\]](#)
- Enhanced user experience by leveraging innovative display technologies for captivating gameplay on the SRD. [\[Proj2\]](#)

Project 3 & 4 : Synthetic Data Generator & Spatial Reality Audio

Technology: Graphics based Software - Unity 3D

- Developed a 3D Synthetic Data Generator tool for AI training, utilizing machine learning, NVIDIA Omniverse, Unity 3D, and Unreal Engine.
- Played a key role in the ideation, prototyping, and refinement phases of the software, ensuring alignment with project objectives and client requirements. [\[Proj2, Proj3\]](#)
- Enhanced and extended existing Unity plugins to meet specific project needs, leveraging HDRP and URP for high-quality synthetic data generation. [\[Proj3\]](#)
- Applied expertise in software design and architectural patterns to design scalable and efficient solutions. [\[Proj2, Proj3\]](#)
- Designed and implemented custom JUCE Plugins for seamless integration with Unity-based applications, optimizing audio functionality and performance. [\[Proj4\]](#)
- Collaborated closely with cross-functional teams to troubleshoot and resolve integration issues related to JUCE Audio Plugin integration. [\[Proj4\]](#)
- Conducted comprehensive testing and debugging to ensure the reliability and robustness of the software, delivering high-quality, error-free solutions. [\[Proj1, Proj2, Proj3 and Proj4\]](#)
- Developed and deployed AR applications using Unity3D and ARCore, integrating features such as image recognition, tracking, and object placement.
- Proficient in designing immersive VR interactions for a Proof of Concept VR Game, utilizing Unity's XR Interaction Toolkit and custom input handling for intuitive hand-tracked controller interactions.
- Optimizing performance by employing techniques such as frame rate optimization and physics simulation optimization to ensure smooth gameplay experiences across VR platforms
- Experience with version control such as Git (SourceTree, GitHub Desktop).
- Technology used: C# , C++ , Unity Engine, Computer Graphics.



Software Engineer II

Juego Studios Private Limited, Bangalore

June 2021 to October 2021

- Research and write code on Unity3D to determine the mechanics and gameplay of new software.
- Program many aspects of video games, such as graphics, sound, interface, scripts, etc.
- Research the demographics and statistics relating to the game to determine type of gameplay to use.
- Troubleshoot game programming to ensure no mistakes are made.
- Oversee the testing of the game to determine whether it is up to standards.



Game Developer

We Bros Media Production, Kochi

June 2020 to March 2021

- Written clean, readable and reusable code that is well documented.
- Created game play sequence and the levels and game sets.
- In-charge of iOS Builds and debugging for same platform, Used Git version control on Source Tree.
- Actively participated in discussions and proposed new methods to improve and optimize functionality.
- Skilled in Firebase, In App Purchasing (IAP), Memory Profiler, Cocoa Pods, Google Ad Mob.



iOS Developer (Intern)

Vadizen Technologies, Kochi

Jan 2020 to May 2020

- Performed technical designs and implementation of iOS app.
- Reviewed client requirements, wireframes, and designs for technical feasibility.
- Developed and enhanced UI/UX for the app.
- Developed the app navigation using a TabBarController and a NavigationController, in order to create and easy transition between ViewControllers.

Education History

Master in Application Development

Cochin University of Science and Technology, Kerala

Year of Graduation: 2020

Bachelor of Science in Computer Science

Sam Higginbottom University of Agriculture, Technology and Sciences, Allahabad

Year of Graduation: 2017

Relevant Skills

- Unity Engine, C#, NVIDIA Omniverse, C/C++, Juce Platform, Unreal, XCode, Swift.
- Problem Solving
- Team Communication

Achievements

Achievement: Received "Super Tech Award" 🏆 in CPL 6.0 Hackathon at Sony India Software Centre.

March 2023

- Led team to victory against 50+ competitors, showcasing innovative problem-solving.
- Demonstrated excellence in teamwork, perseverance, and creativity.