

Muhammad Salal

Unity Game Designer & Developer

Karachi, Pakistan.

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A game developer that loves creative challenges and making new and unique applications in enjoyable work environment and vast opportunity for career development that utilizes & extends my multi-skill knowledge, capability & work experience.

Career Profile

Over 4 years' experience as a game developer both as a designer and a programmer with good proficiency in C# language, working for various companies as well as doing freelancing work, build on the latest trends when they arrived like Oculus VR and winning multiple awards as well as competition in Microsoft Imagine Cup and winning the Regionals in Pakistan. Also went and conducted seminars in our university regarding the new technological trends.

Core competencies include

- Unity Game Engine
- Rest API Backend for Unity
- Oculus Rift & Oculus Quest
- Blender
- Adobe Photoshop
- Source Control (Git, Collaborate)
- C# Language
- Unity Photon Multiplayer
- Augmented Reality
- Substance Painter
- AWS Mozilla hubs
- WordPress

WORK EXPERIENCE

Senior AR/VR Developer

PasPro 360 - UK

02/2021 – current

Software Development company based from UK

Achievements/Tasks

- Company Director as well as company Director.
- To design & develop XR applications.

- Talking to clients and managing outsourcing.
- Building ArchViz projects for Oculus quest 2.

AR/VR Designer & Developer

Digichowk Pvt. Ltd. - Karachi

02/2019 – 10/2020

Software Development company based from Germany

Achievements/Tasks

- To design & develop interactive applications as required by the market.
- Build on latest technology and trends.
- To make CG presentations on the projects being created.

Interactive Application Designer & Developer

Abbtakk News

06/2018 – 12/2018

Achievements/Tasks

- To design & develop interactive AR, VR & general purpose applications.
- To develop procedures for web, social media and applications.
- To increase the audience of their social site and manage the sites.

AR Developer

SOC Films.

03/2018 - 06/2018

Sharmeen Obaid-Chinoy Films is Pakistani based firm where they create documentaries and animated movies.

Achievements/Tasks

- To develop an AR based story regarding lake saif ul malook and its rich story and show it in Augmented form.

EDUCATION

Bachelor of Science in Software Engineering

Sir Syed University of Engineering & Technology - Karachi

Intermediate of Computer Science

Army public school and college - Multan

Matriculation

Army public school and college - Nowshera

LINKS

My Portfolio: <https://muhammadsalal.github.io/>

LinkedIn: <https://www.linkedin.com/in/muhammad-salal/>

My ArtStation: <https://www.artstation.com/salal/>

AWARDS

First position at All Karachi Project Competition at Sir Syed University 2018

2018

Our VR project "Devil's Whisper" was awarded First position at All Karachi Project Competition at Sir Syed University 2018.

Regional Finals Winner at Microsoft's Imagine Cup 2018, Islamabad.

2018

Our VR project "Devil's Whisper" won the Regional Finals at Microsoft's Imagine Cup 2018, Islamabad. We were sponsored by Microsoft to attend and compete in the Microsoft's Imagine Cup 2018, Islamabad.

First position at HUPEC FYP competition at Hamdard University 2017

2017

We got First position for our VR project "Devil's Whisper" at HUPEC FYP competition at Hamdard University 2017 for best and innovative FYP project of the competition.

First position at ZUFEST ZURIC Project Competition, Ziauddin University 2017

2017

We held First position at ZUFEST ZURIC Project Competition, Ziauddin University 2017 for our VR project Devil's Whisper.

Project Showcase, HEC at NED University 2017

2017

We were invited to showcase our project "Devil's Whisper" by HEC at NED University 2017.

Called for Motivational speech by Sir Syed University

2018

We were invited in 2018 FYP orientation at Sir Syed University, to motivate and counsel the new batch regarding new technologies emerging and new ideas for projects.

Seminar on Virtual & Augmented Reality - Invited Speaker

2019

Invited to conduct a seminar and speak on the latest trends in the market for Augmented and Virtual reality technologies, to provide the university student's a source of motivation & skilful knowledge.