



Obay Naeem

Unity Developer



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Dubai, UAE



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SUMMARY

Unity Developer with 5 years of experience in immersive interactive projects and games. Proven track record in delivering AR/VR/XR experiences across platforms with strong technical and cross-functional collaboration skills.



PROFESSIONAL EXPERIENCE

Rayqube Future Tech

04/2023 – 05/2025

Unity Developer

Dubai, UAE

- Built reusable, extendable systems and components to speed up development.
- Configured third-party SDKs for devices like Kinect and Leap Motion into Unity.
- Handled critical bugs in development and devised clever solutions.
- Leveraged Unity's Animation system to bring dynamic animations and transitions to life.
- Created immersive experiences by incorporating real-time lighting and texturing techniques utilizing Blender and Unity's URP/HDRP pipelines.
- Developed AR/VR/XR applications and contributed to their design, supporting platforms like Oculus Rift, HoloLens, and mobile AR (ARKit/ARCore).

sheenvalue

04/2022 – 03/2023

Unity And Backend Developer

Damascus, Syria

- Contributed to the development of a 3D real-time physics multiplayer game.
- Actively shaping the networking behavior using libraries and tools.
- Implemented seamless user validations and connections to remote servers.
- Designed user-friendly UI systems in Unity, leveraging Unity UI Toolkit and C# scripting to create interactive menus and controls.
- Cooperated with artists and designers to optimize assets, ensuring they are game-ready for Unity's real-time engine.

Haeis Tech

02/2022 – 03/2022

Unity Developer (Freelance)

Al Mansoura, Egypt

- Designed essential systems and components for gameplay machines.
- Created artist-friendly systems for 65% faster game-level designs.
- Focused on writing highly reusable clean code.
- Collaborated on the integration of 2D animations and motion graphics into Unity.

BMY

12/2021 – 01/2022

Unity And Backend Developer (Freelance)

Damascus, Syria

- Created prototypes based on design ideas.
- Built an extendable socket wrapper for Unity to handle networking.
- Coordinated multiple tasks to minimize issues and bugs.
- Teamed up with artists to set up a pipeline from Photoshop and Blender to Unity.

Focus Code LTD

12/2019 – 11/2021

Unity Developer

Damascus, Syria

- Developed games infrastructure, backbone systems, and components.
- Implemented UI/UX designs into Unity UI framework.
- Contributed to the UI/UX design process, helping ensure functional and clean interfaces for mobile and desktop applications.
- Integrated third-party plugins and libraries.

SKILLS

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|--------------------|------------------------------|------------------------|-------------------|
| • Unity3d | • C# | • Unreal Engine | • git |
| • Game Development | • Interactive Experiences | • Networking | • Node.js |
| • Javascript | • 3D Rendering | • c++ | • Java |
| • Game Design | • Cross-platform Development | • Database | • Timelines |
| • Content Creation | • Time/Task Management | • Technical Management | • Problem Solving |
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EDUCATION

Bachelor in Computer Systems and Networking
Damascus University

LANGUAGES

- | | |
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| • Arabic | • English |
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