SAMAD QAMAR

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SUMMARY

Senior Unity Game Developer and Designer with multiple published games for all Desktop platforms, WebGL, AppStore and on GooglePlay Store. I have 8+ years of progressive experience spanning Multiplayer programming, AR/VR games, Level Design, 3D Modelling, Blockchain Integration and Machine Learning.

TECHNICAL SKILLS & COMPETENCIES

- **Programming & Frameworks:** C#, .NET, NodeJS, Python, Solidity, Anchor, Rust**,** HLSL
- **Networking:** Mirror, Photon Fusion, Quantum, PUN2, Unity NetCode, WebSockets
- **Databases & Storage:** Firebase, MongoDB, AWS S3, MySQL, PlayFab
- **VCS:** CI/CD pipelines on Unity Cloud and Azure DevOps, Github, Plastic SCM
- **Development Tools:** Unity 3D, Unreal Engine 5, Blender, Illustrator, Substance Painter
- **Unity Skills:** Shader Graph, VFX Graph, Render Graph, ML Agents, Unity Networking, Unity Gaming Services, Behaviour Trees, DOTS, ECS, Jobs, Input System, Pro Builder, All Platforms (PC, IOS, Android, XR, Quest), Timeline, UI Toolkit, Animation Rigging, Addressables and Most of the Programming Patterns
- **Platforms:** Windows, IOS, Android, WebGL, AR/VR, MacOS, Linux(server)
- **Blockchain and Web3:** Solana, Ethereum, BSC
- **Leadership & Management:** Cross-functional Team Leadership, Technical Mentoring, Code Review, Project Architecture

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RELEVANT EXPERIENCE

Voxan Solution Sdn Bhd | Kuala Lumpur, Malaysia
Senior Developer & Project Manager (Jan 2025 - Present)

Key Technologies: Unity, C#, Mirror, Photon Fusion 2, Python, AWS (S3, EC2), Solidity, Rust, Firebase, MySQL
- Designed and developed a Shooting Game for Android on Unity.
- Developed a POS for Automated Coffee machine on C# and Python.
- Developed a Coin ICO system with whitelisting, pre-sale, loyalty program, staking system and affiliate system.

- Designed and developed HillClimb racing clone, and added multiplayer mode using Photon Fusion 2, and also added Web3 In-game items on BSC.
- Developed a Smart VR arena in Unity which changes the position of walls and obstacles by taking data directly from the real world space.

GateGames | Hanoi, Vietnam (Remote)
Game Director & Senior Game Developer (March 2023 - Dec 2024)

Key Technologies: Unity, C#, Photon Fusion, Solidity, Node, ReactJS, MongoDB, Firebase, Blender, Illustrator, Photoshop, Substance Painter, CI/CD pipeline using Unity Cloud Build, Unity Game Services (Game Server Hosting)

STELLAVERSE (MMO RPG)
- Designed and developed a Space RPG from scratch on Unity.
- Published it for PC and Mobile (IOS) with CrossPlatform Multiplayer
- Integrated Web3 (Crypto Coin, NFT avatars and NFT rewards) all within Unity.
- Integrated User Authentication using Firebase
- Used State Pattern, Observer Pattern, Command Pattern and Factory Pattern to develop the game.
- Developed a dashboard to add new NPC's, Quests and change Web3 rewards.

GALIXITY (Top Down Shooter)
- Reskinned an entire old project.
- Added a custom lighting system for mobile (allowed us to render more than 30 lights)
- Added AssetBundles to reduce AAB size and dynamic delivery of content.
- Published it for PC and Mobile (Android) with CrossPlatform Multiplayer
- Integrated Web3 (Crypto Coin, NFT avatars and NFT rewards) all within Unity.
- Integrated User Authentication using Firebase
- Used State Pattern, Observer Pattern, and Factory Pattern to develop the game.
- Developed a dashboard to add new NPC's, PVP Modes and change Web3 rewards.

SilverBack Events | Brisbane, Australia (Contractual)
Senior Developer & Project Manager (Feb 2022 - Jan 2023)

Key Technologies: Unity, C#, Mirror, ReactJS, PlayFab, MongoDB, Firebase, Blender, Illustrator, CI/CD pipeline

DIGITAL TWIN OF AN ARENA
- Design and Developed a Digital version of an events arena in Unity.
- Implement a middleware using Python and implement the system in custom Bracelets to sync each person's position in our Unity app.
- Optimised the application as well as Mirror networking to handle 5000+ ccu.

- Made an entire digital arena in Blender and populated it with real time locations of each person in Unity.
- Published the Visitor version on IOS and Android and deployed the Admin version on WebGL.
- Handled User Authentication, Registration, Event Details, Event Registrations, Images, Trailers and Marketing Campaigns using Firebase, and MongoDB.

DIGITAL TWIN OF AN EXHIBITION HALL
- Designed and Developed a Digital version of an Exhibition hall in Unity.
- Allowed companies and attendees to register on the website and sync all the information to the Unity app.
- Implemented a system where companies can upload 3D models of their booths which can show Images, Videos and 3D products.
- Implemented a complex user management system using Firebase.
- Implemented multiplayer using Mirror and added different roles, authority, access levels and features to different users.
- Implemented an Event Creation system directly in Unity app which will sync all the data and create events on the website using REST API.
- Implemented Dynamic content streaming and delivery using PlayFab and AssetBundles.

HarborForge Gaming LTD | Southampton, United Kingdom (Remote)
Senior Game Developer (Jan 2020 - Jan 2022)

Key Technologies: Unity, C#, Mirror, Photon, CI/CD pipeline, ReactJS, PlayFab, MongoDB, Firebase, Blender, Illustrator
- Project lead for a Robot game inspired from Crossout. I implemented NPC's using Unity's ML agents which learned from players at realtime and devised different strategies.
- Developed and Designed a Space themed Parking Game from scratch in Unity, And published it for Android.
- Designed levels and cutscenes for an animated series in Unity. Used different film making techniques to achieve cinematic story telling.
- Developed a complete web based mission system as a product. It allowed our clients to add new missions and quests in their games directly from the web.
- I also designed shaders for mobile devices which reduced the cost of rendering shadows and screen space UI.
- Developed multiple multiplayer games for Android which includes FPS, Racing, Survival and RPG games.
- Developed custom tools to speed up level design, which in turn allowed the designers to add functionalities while they designed.

Pixel Ingot Games
Indie Game Developer (Oct 2016- Present)

Key Technologies: Unity, C#, Mirror, Photon, ReactJS, PlayFab, MongoDB, Firebase, Blender, Illustrator, Solidity, Rust, Anchor, Node, MySQL, CI/CD pipeline, Unity Gaming Services, HLSL

- Designed and Developed a MMO RPG web3 game Golden Inuverse. I used Map Magic to create a big 21x10 KM map with 3 different biomes. The game used Photon Fusion 2 for networking and Firebase for databases. I also integrated Solana in it. I made a custom Node app which auto-signed the transactions from the owner's vault and allowed players to earn crypto after performing tasks in the game. I also designed a volumetric light, fog and scattering shader. I also made a custom launcher for Windows.
- Designed and Developed a clone of Kompete. It features 4 gameplay loops: FPS, Car racing, Plane Racing, and Open world exploration. I used Photon PUN2 for multiplayer. It was also a web3 game on BSC. I used Third Web as the middleware for blockchain communication.The game also features a big 15x18 KM map made on Daia Pro. It was published on Windows and Android.
- Designed and Developed a Transformers clone from scratch, I modeled and animated the characters myself. Features a story and missions with increasing difficulty.Published for Android.
- Developed a Space Sim with multiple planets. Used Shader graph to design custom atmospheric scattering and volumetric fog. Used DOTS to handle NPC's, and Traffic system. Used GPU instancing to render thousands of asteroids. Published on Steam.
- Designed and Developed a 2D Parkour game. I hand drew the characters and animations. It featured IK on hand drawn characters and procedural animations for enemies. Published for IOS and Android.
- Designed and Developed a large scale Zombie Apocalypse game with thousands of NPC's attacking players. I used DOTS for the zombies and it allowed the game to run on Android devices at 60 fps.Published on Steam.
- Designed and Developed a Farming Simulator on Unity from scratch. It featured realistic graphics and dynamic streaming of assets from Firebase. It used terrain based painting for planting and harvesting crops. Published for IOS and Android.
- Designed and Developed a 2D Mining game. It featured realtime 2D terrain modification, procedural cave networks, and A* for NPC navigation. It also features spatial sounds and bgm. It was published on Apple Arcade and Switch.

EDUCATION

Bachelor of Science in Computer Science
University of South Asia | Nov 2018 - Nov 2022