# Shahroz Ahmed

U n i t y   D e v e l o p e r / E x t e n d e d   R e a l i t y ( X R ) / 3 D   M o d e l i n g

## Phone

0332-3594399

## Email

shahroz1995007@gmail.com

## Area of expertise

- Unity 3D/2D
- Blender
- 3D Modeling
- 3D Texturing
- Virtual Reality (VR)
- Augmented Reality (AR)
- Mixed Reality (MR)
- C# Programming
- Code Optimization
- Shader Graph
- Graphics Optimization
- Hard Surface Modeling
- Low Poly Modeling
- Level Design
- Unity Light Baking
- Video Editing
- 2D Design
- User Interface (UI)
- Mobile Game Development
- 3D/2D Animation
- Unity Timeline
- WebXR
- Oculus Quest 2/3
- Pico 4

## Education

**Bachelor's in Computer Software Engineering.**

**Muhammad Ali Jinnah University, Pakistan**

## Reference

**Will be provide upon request.**

## PROFILE

Experienced Unity and VR developer with over 5 years of expertise in 3D graphic design and animation. Proficient in C# programming, UI design, and game mechanics, with a proven track record of creating mobile games and interactive experiences in VR/AR/MR for Oculus, Pico, and WebXR. Skilled in crafting high-quality 3D models and animations for diverse applications, including product demonstrations, marketing materials, and interactive presentations.

## WORK OF EXPERIENCE

### VR Development Team Manager

**April 2023- Present**

The Project management College/ London, United Kingdom

- Lead the development of multiple VR projects, including training modules and health and safety simulations.
- Transformed traditional textbook-based learning into interactive and immersive VR experiences, significantly enhancing user engagement and learning effectiveness.
- Designed and implemented immersive VR environments to improve user retention and engagement through innovative experiential learning solutions.

### Virtual Reality Software Engineer

**December 2022 - April 2023**

Excelr8 Group Ltd/ London,United Kingdom

- Developed and designed an immersive VR training project featuring realistic simulations and interactive elements to enhance user engagement and learning outcomes.
- Collaborated with cross-functional teams to integrate VR solutions into existing training frameworks.
- Conducted user testing and gathered feedback to iterate and improve VR training modules.
- Utilized Unity and C# to build interactive and immersive VR environments.
- Optimized VR applications for performance and compatibility across various VR hardware platforms.
- Provided technical support and troubleshooting for VR systems and software.

### Game Developer & Designer

**January 2020 - December 2022**

Futurealiti Inc/ Pakistan

- Produced high-quality 3D visualizations and animations for products and factory equipment walkthroughs.
- Developed and optimised engaging mobile games for iOS and Android platforms, prioritizing smooth gameplay and user experience.
- Conducted performance tuning and troubleshooting to ensure efficient and responsive gameplay across various mobile devices.
- Collaborated with a multidisciplinary team of designers, artists, and programmers to deliver cohesive and polished gaming products.