

UMAR SHABBIR

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SUMMARY

Software Engineer currently pursuing a **Master's in Artificial Intelligence**, with 3+ years of hands-on experience in **Unity development**, gameplay programming, multiplayer systems, AI-powered mechanics and XR technologies including **Virtual Reality (VR)**, **Augmented Reality (AR)**, and **Mixed Reality (MR)**. Proficient in Unity, C#, and **Unreal Engine** with expertise in creating scalable, immersive, and optimized AR experiences.

TECHNICAL SKILLS

Languages:	C#, C++, Python
Game Engines:	Unity2D/3D, Unreal Engine
XR Technologies:	Virtual Reality (VR), OpenXR , Augmented Reality (AR), ARKit/ARCore , Vuforia
Tools:	Github , Blender, Performance Profiling, CI/CD Pipelines
Core Competencies:	Multiplayer Systems, Optimization, AI Integration, Agile Development
Soft Skills:	Problem-solving, Team Collaboration, Communication

EDUCATION

MSc Artificial Intelligence	Brandenburgische Technische Universität, Germany	2024 – Present
BS Computer Science	University of Engineering and Technology, Pakistan	2017 – 2021

PROFESSIONAL EXPERIENCE

Unity AI Programmer	Sparkix Technologies, Pakistan	04/2024 – 09/2024
<ul style="list-style-type: none">Developed and deployed PyTorch trained AI models in Unity for real time NPC behavior adaptation.Built scalable ML pipelines capable of adapting patrol paths, combat strategy, with real-time performance		
Game Programmer	Rift Games, Pakistan	04/2023 – 03/2024
<ul style="list-style-type: none">Developed XR apps in Unity with features like spatial mesh visualization and dynamic object placement.Implemented live content updates using WebSocket communication and XML/JSON-driven configurations.		
Unity Game Engineer	Game District, Pakistan	01/2022 – 04/2023
<ul style="list-style-type: none">Implemented multiplayer features with Photon fusion and MirrorWorked extensively with asset streaming, memory optimization, and animation pipelines.		
Junior Unity Developer	Gamers Guild, Pakistan	07/2021 – 12/2021
<ul style="list-style-type: none">Developed cross-platform game mechanics and optimized player interactions using C# and OOP.Participated in agile team meetings, contributing ideas for feature improvements.		

HIGHLIGHTED PROJECTS

AnchorPoint AR (Project Link)	Unity3D, ARKit, ARCore, Addressables , Object Recognition
<ul style="list-style-type: none">Developed a Unity based system that scans spatial meshes and anchors virtual objects to real world positions.Enabled persistent object placement across sessions using AR Foundation, ARKit/ARCore, and XR Toolkit.	
Dark Taverns (Project Link)	Unity3D, Photon, ECS, Multiplayer, Firebase
<ul style="list-style-type: none">Used Unity's Addressable Asset System for dynamic content loading and backend API integration.Designed multiplayer logic with ECS architecture and Photon networking.	
Everdate - Let's Play: The Dating Game (Project Link)	Unity3D, Networking, Mirror, Playfab
<ul style="list-style-type: none">Implemented multiplayer functionality and integrated Playfab backend services.Developed UI and gameplay systems supporting asynchronous multiplayer sessions.	
Heart And Brain: Journey to Self (Project Link)	Unity2D, C#, Addressables, Spine, Animation, WebGL
<ul style="list-style-type: none">Developed narrative-driven puzzle game systems with expressive Spine animations.Integrated Addressables for efficient asset management and WebGL deployment.	
Words - Connections Word Game (Project Link)	Unity2D, Puzzle, Backend, In-App Purchasing, Mobile Scripting
<ul style="list-style-type: none">Sole developer managing full lifecycle, implemented dynamic puzzle data loading from backend.Delivered a complete mobile word game with dynamic content and monetization.	

LANGUAGES

Fluent:	English
Basic:	German (currently learning)