

# WAJAHAT QAZI

## SOFTWARE DEVELOPER

wajahatqazi.github.io

### CONTACT



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House 14, Street 2A Kuri Road, Islamabad.

### EDUCATION

Bachelor's of Science in Software Engineering

**National University of Modern Languages**

2020 - 2024

I completed my Bachelors in Software Engineering, Specializing in Game Development.

### SOFT SKILLS

Problem Solving

Team Work

Leadership

Confidence

Creativity

Time Management

Communication

### ACHIEVMENTS

- Member of Cohort- 8 @ BICON NUML
- Best English Debate Award x 2
- Working on International Project  
**Police Training Simulation System for Police Department of City of Stamford**

### LANGUAGES

Urdu

English

German

### PROFILE

I'm a Software Engineer who specializes in software programming . I'm proficient in a number of programming languages and systems. My expertise are in the domain of Virtual Reality Development & Game Development. My professional skills such as Java, C#, JavaScript are backed by solid interpersonal skills to ensure my fast adaptation in any environment. I have a strong grip on Oculus Integration and XR Interaction Toolkit which play a vital role in development for Virtual Reality Systems using Unity Engine. I have prior experience in Game Physics, Hand Tracking, State Machines and mainly on Game Programming. I can prove myself as a useful asset in the development of Virtual Reality Projects for a number of VR Headsets (Oculus, HTC Vive etc).

### WORK EXPERIENCE

#### Calibration & Validation Analyst

United Analyticals pvt ltd

2019 - 2021

- Served as Calibration & Validation Engineer for Quality Control Lab Equipment in Pharmaceuticals Sector for the time period of 2.5 Years.

### TECHNICAL SKILLS

C#	Java	JavaScript
MERN Stack	Unity	Python
Mysql	Mongodb	Firebase
XR Interaction	Oculus	Mixamo

### PROJECTS

#### MetAlpha (FPS using Unity for Oculus Quest 2)

In the genre of "action", using XR Interaction Toolkit and Oculus Framework, MetAlpha has focused on how real-world events are carried out in weapon system and implemented the real-world physics on weapons. Game also focuses on gesture-based hand tracking which allows players to interact with virtual objects based on physical movement. MetAlpha is a game which targets three basic events needed to enhance gaming experience which are immersion, interaction and haptic feedback.

#### Restaurant Management System

Developed a Complete Website using MERN Stack with Authentication and JSON Web Token.

#### Payroll Management System

Payroll Management System using Java JFrame in Java Swing and implemented the connections between Java and MySQL Workbench for data storing purpose.

#### Car Rental System

Car Rental System using Java JFrame in Java Swing and implemented the connections between Java and MySQL Workbench for data storing purpose.

#### Tecno Website Clone

Made a clone for Tecno Website using HTML, CSS and JS