

SAIFULLAH SADI

Senior Software Engineer | Unity Multiplayer & Geospatial Specialist

Lahore, Pakistan | +92-336-6633644 | safullahsadi@hotmail.com
linkedin.com/in/xaifullahxady | github.com/Xaifullah/Intro

PROFESSIONAL SUMMARY

Senior Software Engineer with over 10 years of experience in real-time 3D, game development, and complex mapping systems. Expert in **Unreal Engine** and **Unity** for high-performance simulation and multiplayer experiences. Specialist in geospatial visualization using **Cesium.js** and **OpenLayers**. Proven track record of leading teams and managing rapid-action prototyping environments to deliver highly engaged user experiences.

TECHNICAL SKILLS

- **Engines & Languages:** Unreal Engine, Unity3D, C#, C++, JavaScript, TypeScript, Node.js.
- **Geospatial:** Cesium.js, OpenLayers, 3D Tiles, GIS, Terrain Generation, Real-Time Maps.
- **AI-Driven Web & Frontend:** Vue.js, React.js, WebGL, REST APIs.
- **Specialized:** Multiplayer & Networking, Web3/Blockchain, Rendering Optimization, Physics & Math.
- **Tools:** AWS, Docker, Git, CI/CD, Google Play, App Store, Steam.

PROFESSIONAL EXPERIENCE

Big Immersive Pvt Ltd <i>Sr. Software Engineer</i>	Dec 2022 – Feb 2026 (3.2Y) Lahore, Pakistan
• AI-Driven Full-Stack: Developed modular MERN/PERN applications and CI/CD pipelines using Claude , React/Vue , Node.js , and PostgreSQL .	
• Geospatial Engineering: Built high-performance solutions using Cesium.js with integrated visualizations in Vue.js and React .	
• Engine Development: Implemented advanced geospatial calculations and real-time system integrations in Unreal Engine and Unity .	
• Immersive Tech: Engineered multiplayer experiences , custom developer tools, and Web3.0 integrations.	
• System Architecture: Designed reusable RESTful inventory systems and managed complex, large-scale UI user flows.	
• Optimization: Delivered a 60 FPS multiplayer sandbox featuring custom teleportation and interactive 2D-to-3D map mechanics.	
• Product Leadership: Led a 3D Avatar Generator (WebGL) from POC to production, overseeing data modeling, SDK development, and cross-platform distribution.	
Tribech Solution Pvt Ltd <i>Team Lead</i>	Oct 2020 – Dec 2022 (2.1Y) Lahore, Pakistan
• Managed hyper-casual genre prototyping from concept to final product in a rapid-action environment.	
• Collaborated with art and design teams to create highly engaged user experiences.	
• Published titles and analyses the D1 to D7 analytics & improved to meet KPIs.	
MITByte <i>Project Manager & Tech Lead</i>	March 2018 – Aug 2019 (1.5Y) Lahore, Pakistan
• Led technical development and project management for simulation, action, shooting game portfolios.	
• Oversaw rapid prototyping cycles and cross-functional team collaboration.	
Galassia Studios <i>Team Lead</i>	Sep 2016 – Oct 2017 (1Y) Lahore, Pakistan
• Directed development teams in the creation and optimization of mobile game titles.	
• Optimized draw call by 40% using optimizations tactics.	
• Analysed dashboards and improved gameplay user sessions. Enhanced user acquisition.	
Sunstar Technologies <i>Sr. Unity3D Game Developer</i>	Sep 2015 – Aug 2016 (1Y) Lahore, Pakistan
• Developed gameplay mechanics and systems for action shooting titles using Unity3D.	
• Published titles with millions of downloads and maximise revenue.	
Absomech <i>Unity3D Game Developer</i>	March 2014 – Aug 2015 (1.5Y) Lahore, Pakistan
• Engineered core gameplay loops and mobile optimizations for various game genres.	

KEY PROJECTS

- **Geospatial Defense Simulation:** Developed 3D strategic defense simulations in Cesium.js, integrating dynamic weather systems and complex spatial analysis tools including Line of Sight (LOS) and 3D Viewshed Analysis.
- **Unity Terrain Generator:** Plugin for generating real-world terrain meshes/Unity terrains from elevation data.
- **Cardano Island 3D (Multiplayer Metaverse):** Real-world 3D metaverse experience in Unity for the Cardano community featuring land ownership and deeds.
- **Maians (Avatar Creator Tool):** A 3D avatar platform integrating AI, Social Identity, and Web3.
- **Crib & Condo / Gamer's Lounge:** Multiplayer virtual 3D spaces for the Virtua Metaverse allowing for personalization and social interaction.

PERSONAL PROJECTS

- **Community App:** AI-Driven Cross-platform Flutter application featuring real-time location tracking and movement handling. Built with a Node.js/Express backend and WebSocket for live data synchronization.
Tech: Flutter, Dart, AWS S3, PostgreSQL, Node.js, WebSockets
- **Agentic AI Data Engineering Tool:** AI-Driven Web-based data science platform for automated CSV analysis and visualization. Integrated Agentic AI to recommend data-cleaning workflows and prepare datasets for Machine Learning models.
Tech: React, Python, Node.js, MongoDB, OpenAI/Gemini API

EDUCATION & CERTIFICATIONS

- **Bachelor of Science in Information Technology** 2010 – 2014
The Islamia University Of Bahawalpur, Bahawalpur, Pakistan
- **Google AI Essentials** Nov 2024
Coursera | Score: 80%+ ([Credly](#))

ADDITIONAL INFORMATION

- **Languages:** Urdu (Native), English (Professional).
- **Interests:** Adventure motorcycle touring
- **Current Focus:** MCP (Model Context Protocol) and AI Agentic Systems.