

Zabi Ullah Warraich

Senior Software Engineer | Unity Game Developer

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PERSONAL STATEMENT

****Passionate Game Developer | Senior Software Engineer****

Greetings! I'm Zabi Ullah Warraich, a seasoned game developer with over 5 years of experience. Currently, I serve as a Senior Software Engineer At CLV Technologies and Salvay.

****Key Skills:****

- ****C#:**** Extensive experience in game development using C# with a primary focus on Unity.
- ****JavaScript and Three.js:**** Versatile skills encompassing JavaScript and Three.js for web-based game development.
- ****JSON:**** Expertise in working with JSON for data interchange.

****Areas of Expertise:****

- Game Development
- Unity
- C# Programming
- Lua
- Node JS
- Mirror
- Quantum Photon
- Colyseus WebSockets
- Web-based Game Development with JavaScript and Three.js
- Web3.0 auth
- WebAuthentication with Oauth2.0
- Rest API's
- JSON serailization/deserialization

****Work Experience:****

With a rich background in game development, I've spent the past 5 years honing my skills. Currently, I hold the position of Senior Software Engineer at CLV Technologies and Salvay. In this capacity, I work with a talented team, ensuring seamless collaboration and project delivery.

****What Drives Me:****

Passionate about pushing the boundaries of gaming technology, I am dedicated to creating immersive and innovative gaming experiences. As a quick learner, I thrive on challenges and am always eager to explore new technologies in the ever-evolving landscape of game development.

Also Good in Extra curicular activites like sports.

Represented Pakistan National Footbal Team.

EMPLOYMENT HISTORY

- **Senior Software Engineer @ CLV Technologies** (Lahore) ~ (09/2022 – Present)

Responsibilities:

- **Develop and Maintain High-Performance Game Applications:** Design, implement, and maintain high-quality, optimized game applications using Unity, with a focus on WebGL and mobile platforms.
- **Implement Authentication Systems:** Develop robust and secure authentication mechanisms tailored for WebGL games, ensuring secure player login, session management, and user data protection.
- **Multiplayer Systems Development:** Design and implement scalable multiplayer systems using Photon Quantum or similar networking solutions, focusing on low latency and synchronization across multiple players.
- **Optimize Code for Performance:** Write clean, efficient, and optimized code, ensuring the game runs smoothly across various devices, particularly focusing on performance in WebGL environments.
- **Collaborate with Cross-Functional Teams:** Work closely with designers, front-end developers, and project managers to deliver cohesive and engaging gaming experiences, from concept to launch.

- **Team Lead @ VieApps** (Lahore) ~ (09/2021 – 08/2022)

Responsibilities:

- **Develop and Maintain High-Performance Game Applications:** Design, implement, and maintain high-quality, optimized game applications using Unity, with a focus on mobile platforms.
- Writing clean, efficient, and maintainable code.
- Working with cross-functional teams and participating in code reviews.
- Mentoring junior developers and providing technical leadership.
- Enforcing coding standards and conducting regular code reviews.
- Troubleshooting and debugging issues in production.

- **Software Engineer @ Idee Games** (Lahore) ~ (11/2020 – 08/2021)

Responsibilities:

- Writing clean, efficient, and maintainable code.
- Working with cross-functional teams and participating in code reviews.
- Troubleshooting and debugging issues in production.

- **Software Engineer @ Emerging Technologies**

(Lahore) ~ 10/2019 – 08/2020 *Responsibilities:*

- Writing clean, efficient, and maintainable code.
- Working with cross-functional teams and participating in code reviews.
- Troubleshooting and debugging issues in production.

● **Associate Software Engineer @ ICAW Pvt Ltd** (Lahore) 11/2018 – 10/2019

Responsibilities:

- Develop an application from Scratch.
- Maintained Work Environment and Followed Coding Standard on an uprunning project.

MAIN PROJECTS

● **AI Layer Moba**

It's a WebGL Game. It's just a game in progress right now. It will be a game like dota in which we have characters with their special abilities and in game level progression and within game level progress characters also transform shape. In this we have blockchain wires sso wallet integration and many other features.

Link To **WIP** Video: https://youtu.be/plH7rlzS_U4

Tech Stack: Photon Quantum, Web3, Oauth 2.0, Unity, Docker, MetaMask

● **MoonKart**

It's a WebGL Game for a client which will be uploaded on a metaverse named as splinter lad. As a unity developer I worked on its game play development and multiplayer work and its smoothness. I also integrate the sso system by building js libraries in unity. Also the app is deployed for mobile.

Link To Video: <https://youtu.be/xqIKlvH26gE?si=H3O2QK1dkYoowkna>

Link To Video: <https://youtu.be/pA3bT4YYX-k?si=UxYJnOmma39XVmlV>

Tech Stack: Photon Quantum, Web3, Oauth 2.0, Unity, Docker

● **Gnome Wars**

It's a WebGL Game. It is a multiplayer shooting game with a unique concept in which player and ai characters are gnomes. As a game developer i worked in this game fetching data from API, Multiplayer functionality, Game Play Look and Feel, Game Modes, Google SSO, Twitter SSO

Link To video: <https://youtu.be/7DBj2WDapJE>

Tech Stack: Mirror, unity, JS, Oauth 2.0, Docker

● Phonics Zoom

Its a 2d Learning App with multiple mini games in it. It is a client game for his school in which we made different games to teach students spelling paragraph writing and many more games like this as game developer i have created many games in this i also fetched apis from the web portal where teachers can update the spelling lists and also i posts the result of the students back to portal.

Link To Video: <https://youtu.be/G5k-pBDwP9k>

Tech Stack: Unity, C#

● **Above are the key projects There are other projects i don't mention the details just share the video links of other games in my Port Folio:**

Horse Stable Game : https://youtu.be/HiZBZ_ydkoQ

Murlan Card Game : <https://youtu.be/jHqQYZ5Pg3U>

Vampire Fall : <https://youtu.be/6clb09voJD0>

Family Farm : <https://youtu.be/GAmkGG-Lot4>

Dead Farm: <https://youtu.be/JPAh-r6j3vM>

EDUCATION

- **BS(CS)** (2014-18) *university of Central Punjab*

PERSONAL INTERESTS

Hiking & Trekking, Travelling, FootBall,Cricket