Abdullah Qadeer

Software Engineer Unity | .NET Core | VR | AI

Rawalpindi, Pakistan | +92 311 5799710 | abdullahqadeerdev@gmail.com |Portfolio | GitHub | LinkedIn

Experienced Unity developer with 5+ years in **AR/VR**, **AI integration** and full-stack development. Proven track record building **multiplayer systems**, AI tools, and scalable web apps. Notable achievements include leading development of a **VR AI assistant** at Arthur Technologies and launching a full-stack AI trading platform.

Core Skills

Unity 3D • Photon • **.NET Core** • **React.js** • VR/AR • OpenAI API • Azure & Firebase • PostgreSQL

Key Experience

Unity Developer (Remote) *Arthur Technologies | Apr 2022 – Present*
- Led VR **AI Assistant** development with ChatGPT having realtime sync across users.
- Implemented **SSO**, **real-time transcription**, PDF/CSV exports, and API optimizations.

Freelance Full-Stack Developer *GeminiTraderAI | Mar 2025 – Jun 2025* geminitraderai.com
- Developed **AI-powered trading platform** with stock/crypto analytics
- Used **ASP.NET** Core, React.js, PostgreSQL, and Azure Static & Container Apps

Unity Game Developer *The Knights Pvt Ltd | Jul 2021 – Apr 2022*
- Built sniper, fighting, and 5v5 tactical shooter games using Unity and Photon.

Unity Game Developer *Plasma IT Solutions Pvt Ltd | Jul 2019 – June 2021*
- Lead the development and optimization of games.
- Provided **technical support** to developers.

Unity Developer (Indie Projects) *Boxes Labs | 2019 – Present*
- Solo-developed and released 3 Android games (Subway Traffic Racer, Relieve, Just Catch Boxes)

Unity Developer Intern *StackBuffers Technologies |Oct 2019 – January 2020*
- Got hands-on experience on Unity, Photon and Firebase. **Solo developed 2 Multiplayer games**.

Notable Projects

ChatGPT Wrapper for Unity • GitHub
Mesh Editor in Game View (Unity) • GitHub

Education

BS Software Engineering
Capital University of Science and Technology, Islamabad • 2015 – 2019