

Abdullah Qadeer

Software Engineer Unity | .NET Core | VR | AI

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Work Experience

Unity Developer AR | VR (Remote)

[Arthur Technologies](#) | 04/2022 - Present

- Lead development of AI Assistant integrating **ChatGPT**, **Claude**, and **Gemini** with audio playback capabilities
- Developed advanced features including **Meeting Summary** and **Real-Time Note Taking** using Speech to Text
- Implemented **Single Sign-On (SSO)** and algorithms for exporting pinboards as PDF/CSV
- Optimized APIs, reducing profile picture, avatar, and environment metadata download time by 100%
- Developed Seated Mode with advanced **Avatar-IK** positioning for enhanced virtual office realism
- Created **JSON Editor** for easy server configuration management
- Worked with Unity Game Engine and Photon Server for multiplayer functionality

AI Trading Web Application – GeminiTraderAI

Freelance Software Engineer | Fiverr | 03/2025 – 06/2025

<https://geminitraderai.com>

- Developed a full-stack AI-powered trading web application for real-time **stock and crypto analysis** using **Alpha Vantage API** for live market data and **ChatGPT** for actionable trade suggestions.
- Built using **ASP.NET Core** for backend services and **React.js** for frontend UI with modern component-based architecture.
- Integrated **Stripe Subscriptions** for user billing and **email-based authentication** with secure session handling.
- Architected and deployed scalable services using **PostgreSQL**, **Azure Container Apps** for backend APIs, and **Azure Static Web Apps** for frontend delivery.
- Designed and implemented a **role-based access control** system for subscription tier management and feature gating.

Indie Game Developer

[Boxes Labs](#) | 06/2019 - Present

- Designed, developed, and published three Android games: Just Catch Boxes, Relieve, and Subway Traffic Racer
- Managed entire game development process independently, including:
 - Programming in C# using Unity Game Engine
 - Creating art with Adobe Illustrator
 - Incorporating licensed sound and music
- Maintained active social media presence for game promotion and fan engagement

Unity Game Developer (On-site)

[The Knights Pvt Ltd](#) | 07/2021 - 04/2022

- Collaborated on developing three successful Android games, including a sniper game, fighting game, and 5v5 tactical multiplayer shooter
- Utilized Unity Game Engine and C# for game development, focusing on:
 - Gameplay mechanics
 - User interface design
 - Performance optimization
- Implemented PHP backend and Photon Game Server for multiplayer functionality
- Worked closely with artists and designers to integrate game assets
- Participated in playtesting and user feedback sessions

Unity Game Developer (On-site)

[PlasmaIT Solutions](#) | 10/2020 - 06/2021

- Collaborated on creating hyper-casual and car simulation mobile games
- Developed game aspects using Unity Game Engine and C#
- Optimized gameplay and fixed bugs
- Provided technical support to development team

Game Developer Intern

[StackBuffers](#) | 10/2019 - 01/2020

- Developed a multiplayer chess game using Unity Game Engine and C#
- Implemented online multiplayer functionality with Photon game server
- Contributed to game design discussions
- Integrated game assets and created visually appealing environments

Volunteer

[READ Foundation](#) | 08/2017 - 09/2017

- Raised funds for orphan children's education by approaching banks and businesses

Projects

ChatGPT Wrapper for Unity (Open Source) [Github](#)

- Created a wrapper to help developers easily integrate chat systems into Unity
- Developed when no .NET SDK support was available

Mesh Editor for Unity (Open Source) [Github](#)

- Enabled vertex position modifications in play mode through Game Window
- Designed to facilitate 3D object interaction in various projects

Mobile Game Development

- **Mega Car Stunts** (2021): Car stunt game using URP, Admob, Firebase Analytics
- **Subway Traffic Racer 3D** (2021): Hyper-casual endless car runner
- **Prado Car Adventure**: Complete game redesign and optimization
- **Advance Police Parking**: Game optimization with new mode

FPS Online Multiplayer Shooter (Concept Project)

- Developed 5v5 tactical multiplayer shooter for Android
- Implemented player abilities, shop system, and ongoing improvements

Skills

- Unity Game Development (VR, AR, 2D, 3D, C#)
- Firebase Services
- Photon 2
- Facebook Services
- Ad Network Integration (Admob, Facebook Audience Network, Unity Ads)
- App and Game Optimization
- Adobe Illustrator
- OpenAI APIs
- MYSQL, Firebase Services, AWS Services
- PHP API Development

- React JS
- ASP .NET

Education

BS in Software Engineering Capital University of Science and Technology, Islamabad | *09/2015 - 06/2019*