

Abdullah Qadeer

XR & Backend Engineer Unity | .NET Core | AI Systems | Cloud-Ready Apps

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Backend & XR Engineer with 5+ years of experience delivering scalable cloud-native applications and immersive XR tools. Specialized in .NET Core, real-time APIs, and distributed systems deployed across **Azure** and **AWS**. Led the development of AI-powered platforms including a full-stack trading system and a VR AI assistant with real-time multi-user sync.

Core Skills

C# • .NET Core • Unity 3D • Photon (PUN) • React.js • OpenXR • OpenAI API
Azure • AWS • Firebase • PostgreSQL • REST APIs • Git • WebSockets

Key Experience

XR & Backend Engineer *Arthur Technologies* | **Apr 2022 – Present**

- Lead development of a real-time **VR AI assistant** using **Unity, Photon, and OpenAI API**, enabling live conversations and synchronized interactions across multiple users.
- Integrated **SSO**, real-time **speech-to-text transcription**, and export tools (PDF/CSV), improving user workflow and team collaboration.
- Optimized API endpoints and asset loading workflows, reducing VR session startup time by **30%**.

Founder & Unity Developer *Boxes Labs* | **2019 – Present**

- Founded a solo game studio and published 3 Android games: *Subway Traffic Racer*, *Relieve*, and *Just Catch Boxes*
- Designed, developed, and launched full games using **Unity**, focusing on gameplay, UX, and mobile optimization.
- Managed end-to-end delivery including testing, publishing, updates, and store presence

Unity Game Developer *The Knights Pvt Ltd* | **Jul 2021 – Apr 2022**

- Developed and shipped multiplayer shooters (sniper, fighting, 5v5 tactical) using **Unity** and **Photon**
- **Reduced Android build size by 50%**, improving install rates and performance across low-end devices
- Implemented core gameplay systems, UI logic, and real-time interactions

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 Intern *StackBuffers Technologies* | **Oct 2019 – January 2020**

- Gained hands-on experience on Unity, Photon and Firebase.
 - Developed two Photon-based **multiplayer** games using Unity and Firebase during internship.
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Notable Projects

GeminiTraderAI – AI Trading Platform • [Website](#)

Full-stack trading platform with .NET Core, React.js, and OpenAI API. Features include real-time analytics, auth, and Azure deployment.

ChatGPT Wrapper for Unity • [GitHub](#)

Integrated OpenAI's GPT API with Unity for conversational NPCs and assistant behavior.

Mesh Editor in Game View (Unity) • [GitHub](#)

In-Game mesh generator for procedural level/block designs.

Education

BS Software Engineering

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