Umair Hameed Bhatti
Lead Software Engineer

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House # 273 - B, Satellite Town, Rawalpindi

Work Experience

Present

Maanz AI (PVT.) LTD - Strategic Partner Automotive AI Gmbh
Lead Sensor (Unity3D) Developer

July 2020 - Present

• Developing 3D modules (Sensor Simulator, Analyzer, Scene Generator) of ReplicaR.
•Techinically Manage Team and Tasks according to priorties and requirement.
• Implement Sensor in simulation.
• Procedurally Generate Realistic Maps and Environment using internal generated data format ATLAS (uses XODR).
• Communicate with ReplicaR Server and populate dynamic objects from ReplicaR AI Traffic frame per frame.
• Calculate and Provide Sensors (Ground truth, Lidar) data according to Ego Car of that frame.

Tools

Unity   Jenkins

Projects

ReplicaR

2019

Binex Solutions (PVT.) LTD
Senior Software Engineer

Nov 2019 - June 2020

• Developing Application
• Gathering Requirements for assets needed in development phase.
• Identify the best tools and plugins to be used according to the needs and
   requirements of client.
• Gathering information, requirements and limitation about plugins to be
   used in project.
• Estimating Tasks and Project Milestones
• Deploying Application to store.

Tools

Flutter   Nodejs   eclipse
                                      Eclipse

Projects

Beedyo

2018

Freelancer
Team Lead/Senior Unity Developer

June 2019 - Oct 2019

• Worked as a Part Time (Contractual) Team Lead/Senior Unity Developer In Creatrix
• Developed a Security Alert Application for Haris Tech
• Worked as Part Time Team Lead For Pixel Art Games Academy
• Worked On Projects on Upwork

Tools

Unity 3D   Xcode

Projects

Push and Pot   SOS   Travel Dost

2017

SOAR Education - Formerly known as Galxyz
Senior Unity Developer

Dec 2017 - June 2019

• Requirement Gathering
• Selection of compatible engine
• Estimates for tasks
• Project Design and Development
• Submission of Project for different platforms

Tools

Unity 3D   Xamarin

Projects

SOAR SIS   Inclass   Blue Apprentice   Vidmaker

2011

Binex Solutions (PVT.) LTD
Senior Software Engineer

Nov 2011 - Dec 2017

• Developing Application
• Gathering Requirements for assets needed in development phase.
• Identify the best tools and plugins to be used according to the needs and
   requirements of client.
• Gathering information, requirements and limitation about plugins to be
   used in project.
• Estimating Tasks and Project Milestones
• Deploying Application to store.

Tools

Unity 3D   Xcode   Eclipse

Projects

Ninja Run Multiplayer 3D   Ninja Revinja Single Player   Candy Town   Pop Dots   Baja Racing   My Baby Chicks

Coin Dozer Games   One Tap 2D Scrolling Game   Slots Game   Swag Fonts

2011

1 to N (PVT.) LTD
Iphone Application Developer

Jan 2011 - Sep 2011

• Gathering requirements for applications•.
• Analyzing which Development Tool can be used for developing application.
• Developing Application.
• Fulfilling requirements given by Apple Company for Release of applications.
• Publishing Application.

Tools

| Corona | Game Salad | Game Maker | Game Editor |

Projects

| Jail'em | Sarcastic Phone | Axe Tuner | Night Bugger |

Teaching Experience

2018

PixelArt Game Acadmy
Title : Video Game Development [Level 1]
Duration : 3 Month

March 2018 - May 2018

2017

PixelArt Game Acadmy
Title : Video Game Development [Level 1]
Duration : 1 Month

August 2017 - Sept 2017

2016

PixelArt Game Acadmy
Title : Training in Video Game Development [Level 1]
Duration : 6 Month

August 2016 - Feb 2017

Skills

Requirement Gathering   Time Estimation of Project   Code Designing of Project

Level Designing   Team Management   Agile Scrum Process   Quick Learner

Education

BS (Computer Science)
COMSATS Institute of Information technology, Islamabad **[2006 - 2010]**

Intermediate
F.G. Degree College for Men, H-9, Islamabad [2005]

Matric
Ideal Cambridge School, Satellite Town, Rawalpindi [2003]