



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 Technical Lead - Sensor Simulation

July 2020 - Present

- Manage and Developing 3D modules (Sensor Simulator, Analyzer, Scene Generator) of ReplicaR.
- Develop Use Case and Stories from customer and market requirements.
- Implement Sensor in simulation, Provide Sensors (Ground truth, Camera, Lidar) data according to Ego Car of that frame.
- Procedurally Generate Realistic Maps and Environment using internal generated data format ATLAS (uses XODR).
- Communicate with ReplicaR Backend module and populate dynamic objects from ReplicaR AI Traffic frame per frame.
- Support for Windows, Linux and Cloud base deployment.

Tools



Unity



Jenkins

Projects



ReplicaR

Lorem ipsum

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

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
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Tools



Unity 3D



Xcode



Eclipse

Projects

Ninja Run
Multiplayer 3DNinja Revinja
Single Player

Candy Town



Pop Dots



Baja Racing



My Baby Chicks

Coin Dozer
GamesOne 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]