

# Burhan Ahmad

## Unity Developer

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### Qualifications & Aspirations

Experienced Unity Developer with a proven track record of over **four years**, collaborating with **global** clients and companies. I thrive on challenges, continuously **improving** my skills. I am passionate about **innovation** and seek opportunities with **forward-thinking companies** that push **technological boundaries**.

### Technical Skills

- **Frameworks:** Unity, ASP.Net
- **Languages:** C#, WebGL, Python, NodeJs
- **Version Control:** Git, Gitlab
- **Project Management:** Bitrix, Doxygen, Slack, Trello
- **Interactive Screen Softwares:** Expertise in creating interactive applications using Unity, Arduino, and communication protocols.

### Professional Experience

#### Qubit Events Management — Interactive Software Developer

*Dubai, UAE*

*March 2023 - Present*

- Designed a cutting-edge application for **Hugo Boss** at Dubai Mall, seamlessly integrating a sophisticated people-detection model. The system intuitively spawns dynamic 2D models as shadows in Unity, accurately reflecting individuals' position, direction, and movement status. Elevating the customer experience by blending technology and aesthetics.
- Played a key role in **optimizing** the Hugo Boss application, improving its performance and functionality to meet the high demands of the clients.
- Orchestrated **Arduino-controlled** motor systems to achieve **precise** and **responsive** motion in diverse projects.
- Integrated seamlessly with **Unity** to craft interactive applications featuring **video content triggers**, **dynamic animations**, and **particle effects**.
- Elevated user engagement through **tangible touch interfaces** on **touch screens**, creating **immersive** and **intuitive** interactive experiences.

#### GameEver Studio — Unity Game Developer

*Dubai, UAE*

*April 2022 - March 2023*

- **Five Ocean 2D**
  - Implemented mechanics and physics-based **Submarine** for a more realistic and engaging gameplay experience.
  - Designed gameplay with **AI** detecting hidden enemies and **AI spawning**, showcasing expertise in game design and programming.
  - Coded a **Radar System** detecting enemies with each clockwise rotation, resulting in a 30
- **FPS Game**
  - Crafted seamless gameplay with unique **First-Person characters**, reactive **Enemy AI system**, and engaging controls.

- Translated complex game concepts into an immersive experience.
- Handled overall **UI implementation** and **UI animation**.
- **FPS Sci-fi Game**
  - Blended technical and artistic skills to design immersive **VFX, sound, and shader effects** for environments and weapons.
  - Crafted dynamic **death animations** for the player using **Cine-machine virtual camera**.
  - Compressed **sound and sprite sizes** for a blazing-fast player experience, optimized with a 30mb build size reduction.
  - Introduced a scalable **Achievement system** with **scriptable objects**, elevating player experience and demonstrating exceptional technical and creative skills.
  - Developed and integrated a **Photon-based multiplayer system** for immersive online gameplay experiences.
- **Sniper 3D FPS Game**
  - Devised and developed an **Upgrade system** for the attachments of the sniper rifles.
  - Implemented a **target shooting level** for players to practice their aim and accuracy.
  - Added **Photon multiplayer support**, enabling real-time online competitive gameplay.

## Viral Mobitech — Unity Game Developer

*Islamabad, Pakistan*

*November 2021 - April 2022*

- **Draw Bridge 2D**
  - Established mechanics and physics-based **vehicle**.
  - Utilized **line renderer** to draw a path with colliders and physics.

## Spartans Global — Unity Game Developer

*Islamabad, Pakistan*

*Dec 2020 - November 2021*

- **Santa Pin-pull 2D - SGPL Games**
  - Optimized memory using **Addressables** for 120 levels.
  - Enhanced the **Shop** experience by diversifying purchasable and rewarded items, leveraging **JSON**.
- **Rush To Crush - SGPL Games Unity Game Developer**
  - Developed a dynamic **bike** gameplay integrating mechanics, physics, and 2D **ragdoll physics**.
  - Transitioned architecture to utilize **Scriptable Objects** for more efficient data management.
  - Standardized a shared **biker rig** to streamline custom animation processes.
  - Added a robust **Photon multiplayer feature**, allowing competitive online play and collaboration between users.
- **Fashion Makeover - SGPL Games Unity Game Developer**
  - Architected and implemented scalable item database solutions using **Scriptable Objects**.
  - Coordinated with **Art** and **Design teams** to ensure optimal visuals and game mechanics.

## Education

### Bachelors of Computer Science

Islamabad, Pakistan

Feb. 2017 - May 2021

CGPA 3.05 / 4.0

Developed an elegant patient-doctor portal with a sophisticated machine learning model for prescription decisions, seamlessly integrating medical records and sensor data. The visually appealing interface enhances user experience, reflecting a commitment to both functionality and design excellence.