Burhan Ahmad Unity Developer

LinkedIn linkedin.com/in/burhan066/

Portfolio burhanahmad02.github.io/

Email muhdburh@gmail.com

Qualifications & Aspirations

Experienced Unity Developer with a proven track record of over three 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

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 peopledetection 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.
- Cutting-edge WebGL Application: Developed a Windows-based WebGL app for World Trade Center (SGI) event, integrating a high-precision face detection model for landmark tracking.
- **Real-time Reflections and Virtual Try-On:** Implemented advanced graphics to provide users with a realistic virtual try-on experience, showcasing different glasses with **real-time reflection** effects.
- Optimized Technology Stack for SGI Event: Utilized a cutting-edge technology stack, combining WebGL, advanced face detection models from a plugin, Unity, and communication protocols to communicate with Node Servers, ensuring a professional and captivating demonstration at the World Trade Center event.
- Led a trainee in replicating a Unity app, demonstrating cross-platform skills with Arduino and UDP for video triggering. Leveraged Node.js for enhanced functionality, showcasing leadership in dynamic development environments.
- Actively participated in Agile-based Software Development Life Cycle, contributing to retrospective meetings to
 identify areas for improvement and future development opportunities.

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

• 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

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
 - Leveraged **Addressable** for optimization of memory for 120 levels
 - Diversified the purchasable and rewarded gifts in the **Shop** by implementing **JSON**
- Rush To Crush SGPL Games Unity Game Developer
 - Enacted a bike based on mechanics, physics, and 2D ragdoll physics
 - Setup architecture to shift to scriptable objects
 - Introduced a shared **biker rig** for custom animation
- Fashion Makeover SGPL Games Unity Game Developer
 - Designed and implemented architecture using scriptable objects
 - Optimized addressable implementation for scalable item database
 - Collaborated and guided Art and Design teams to ensure the best visuals and performance. Moreover, coordinated all core game mechanics

Education

Bachelors of Computer Science Islamabad, Pakistan CGPA 3.05 / 4.0

Feb. 2017 - May 2021

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.

References

References are available upon request.