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 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.
- **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   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.

References

References are available upon request.