

Skills

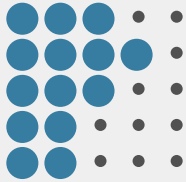
Game Engines

Unity 3d
Cocos2dx
Unreal Engine



Languages

C++
C#
Python
PHP
JS



Technologies

HTC Vive
Oculus Rift/Quest
Magic Leap
Arduino
Optitrack
Samsung Gear VR
Phidgets
Intel RealSense Depth Camera
Estimote Beacons
ARKit/ARCore
Ventuz Scripting

Contact

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ZOHAIB ZAIDI

TECHNICAL LEAD

Profile

Experienced Game Developer seeking a new and satisfying environment where past skills can be used to make games which reach the masses.

Experience

Head of Development

[Eventagrate](#) | Sep 2018 - Present

Responsible for resource allotment in the development team and bringing AR/VR concepts to life. Keeping up to date with latest technology trends and incorporating them into products. Also responsible for managing and mentoring the development team. Daily work also includes managing client expectations. Worked with clients such as Infiniti, Johnson & Johnson, Glade, DeG Sharjah and Ministry of Health UAE to name a few.

Lead Unity Developer

[Hashplay Inc.](#) | May 2018 - Sep 2018

Responsible for bringing VR Experiences to life. This involves the complete Software Development Life Cycle. Worked with clients such as Airbus and Berlin Trade Show.

Head of Development

[Big Immersive](#) | Dec 2017 - May 2018

Responsible for managing the whole VR and 2D pipeline. Mentoring the developers and bringing them up to speed with the industry standards and practices.

Engineer

[Quixel AB](#) | June 2015 - Aug 2017

Responsible for end to end delivery of products, meeting user expectations and deploying features based on user feedback.

- Lead Developer Megascans Bridge
- Support Developer Quixel 3DO
- Support Developer Megascans Studio
- Wrote integration scripts for Megascans in 3ds Max, Maya, Marmoset TB2, UE4 and Modo.

CEO & Co-Founder

[Codesike Studios](#) | Feb 2014 - Apr 2015

We were a small independent studio creating games and apps for iOS and Android. I was responsible for effective delivery of projects and interaction with clients on a daily basis. Also overlooked the dev team in debugging and delivery of products and meeting revenue targets. Overlooked a successful merger with Ovex Technologies.

● Senior Game Developer

weRplay Pvt. Ltd. | Aug 2011 - Feb 2014

Responsible for game prototyping, designing and development of games.

- Scuba Steve (iOS/Android) : Published by KiwiUp
- Robo Quest (iOS) : Published by Pocket Gems
- Spin It (iOS)
- Slam Caps (iOS)

● Game Developer

Tintash Pvt. Ltd. | Mar 2011 - Aug 2011

Responsible for working on client games and integrating third party tools.

● Design Engineer

And Or Logic Pvt. Ltd. | June 2009 - Jan 2011

Responsible for System Level Design and Architecture Development of specialized embedded military communication systems.

Education

● BS-Telecommunications

NUCES-FAST, Islamabad | 2005 - 2009

President Sports Society

Vice President Nascon 2008

Teaching assistant Operating systems Fall 2008 and Fall 2009

Teaching assistant Physics Fall 2006

References

Waqar Azim

Director

Quixel at Epic Games

waqar@quixel.se

Mohsin Afzal

Co-Founder and CEO

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