

KASHIF NAZIR

Unity Game & VR Developer

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SUMMARY

Unity and VR Game Developer with hands-on expertise in multiplayer VR systems, XR device integration, and real-time streaming solutions. Skilled at creating immersive, smooth, and optimized gameplay experiences for platforms like Meta Quest and Android TV. Passionate about building virtual worlds that feel real, from natural interactions to seamless networking.

CORE SKILLS

Unity Game Development | C# | VR / XR Development | Multiplayer Systems (Photon, Netcode) | Meta Quest & Android TV Integration | Gameplay Physics & Interaction Systems | AdMob / IronSource | Firebase Remote Config | Cross-platform Development | Mixed Reality Prototyping Frameworks

EXPERIENCE

Software Engineer (VR Game Developer) | Abstron | Mar 2023 – Present | Lahore

- Developed CricVRX, a VR sports gameplay for Meta Quest with optimized physics & controls.
- Integrated real-time streaming from Android TV to Quest via custom UDP server.
- Built multiplayer VR setups using Photon for smooth, low-latency performance.
- Designed reusable VR interaction systems for rapid prototyping.

VR Game Developer | Cherry Byte Technologies | Mar 2022 – Feb 2023 | Lahore

- Enhanced player engagement with mixed reality experiences blending real and virtual environments.
- Implemented Cesium 3D maps integration for global city exploration in VR.
- Developed movement control scripts for VR vehicles (air balloon, flying carpet, helicopter).
- Built VR controllers for realistic interactions with virtual objects & vehicles.
- Developed 2D & 3D mobile games and integrated monetization (AdMob, IronSource).
- Created Firebase Remote Config system for ad-loading management.
- Delivered a Snapchat beauty filter for a client.

Game Developer | DevOps Studio Pvt Ltd | Dec 2021 – Feb 2023 | Lahore

- Developed 5+ 3D simulation games from scratch (published on Play Store & iOS).
- Designed engaging levels, gameplay mechanics, and narrative cutscenes.
- Worked on RPG mechanics and 3D simulations.
- Integrated AdMob and IronSource ads across multiple projects.

PROJECTS

World Tour VR – Explore real-world 3D maps in VR with multiple controllers (Helicopter, Flying Carpet, Air Balloon).

PunchVRX Boxing VR – Multiplayer & AI boxing game with training and fight modes.

Ninja Fight VR – Multiplayer & AI ninja combat with multiple modes (Training, Survival, Fruit Slice).

Thunder of Gladiator VR XR – Mixed Reality sword fighting game with real-world + VR interaction.

STRENGTHS

Strong interpersonal skills – collaborative, respectful communicator | Results-driven – high-quality, timely delivery | Lifelong learner – continuously improving in VR, XR, and gaming tech

ACHIEVEMENTS

Released first game: 911 Rescue 3D | 7+ years as a cricket player – learned resilience, teamwork, and patience