

Syed Zohair Ali Shah Banoori

Fifth Semester Computer Science Student | AR/VR & Game Development Enthusiast | Proficient in C/C++, C# and Python

G-6/3, Islamabad

0333-4958166

banoorizohair@gmail.com

www.linkedin.com/in/lolbanoori

<https://github.com/lolbanoori>

EXPERIENCE

CODE Informatics, Islamabad — *Technical Intern*

JUNE 2024 - SEPTEMBER 2024

During my technical internship at CODE Informatics, I worked on an AI-powered app for non-verbal autistic children. I led the UI/UX design using Canva, created mockups, and managed complete project documentation, including the Gantt Chart, Risk and Cost-Benefit Analyses, Requirement Specs, and Use Cases. I also contributed to product conceptualization, user-flow planning, and early sprint coordination.

EDUCATION

DHAI Education System, DHAI-II— *Cambridge A Levels*

AUGUST 2021 - JUNE 2023

At DHAI Education System, I led Social Services initiatives as President and helped organize DES Model United Nations (DESMUN) and Varsity Cup. I also played volleyball and table tennis, developing leadership, teamwork, and organizational skills.

Pakistan Institute of Engineering & Applied Sciences (PIEAS), Nilore, Islamabad — *B.Sc Computer and Information Sciences*

2023 - 2027

Currently in 5th semester. Actively pursuing VR/game development through coursework and independent projects.

PROJECTS

VR Room Recreation — *Unity + Oculus Quest 2*

Recreated my real-world bedroom in Unity and made it fully explorable in VR using the Oculus Quest 2. Modeled and arranged accurate spatial elements to scale, enabling immersive visualization. Integrated basic locomotion and interaction mechanics for user navigation.

Blender Donut Scene — *Blender Guru Tutorial*

Completed full donut tutorial using Blender, covering modeling, sculpting, shading, lighting, and rendering. Learned modifier stack, node editor, and basic render optimization.

SKILLS

Tools & Technologies:

Unity3D, Blender, Git, Canva, Notion, Google Workspace

Technical Skills:

- VR Development (environment setup, basic locomotion)
- UI/UX Design (Canva, user flows, mockups)
- 3D Modeling for Game & VR environments (Beginner)
- Project Documentation (Gantt Charts, Risk & Cost Analysis, Use Cases)

Soft Skills:

Project Planning, Time Management, Technical Writing, Project Management (Agile/Scrum Basics), Stakeholder Communication

CERTIFICATIONS

Introduction to Virtual Reality — *University of London (Coursera)*

Completed [certified](#) course on VR fundamentals, covering applications, technical components, and UX design through project-based assessments.

LANGUAGES

Programming Languages:

C/C++, C#, Python

Spoken Languages:

Urdu (Native), English (Fluent)