

Syed Zohair Ali Shah Banoori

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

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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)