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| Mubeen  Furqan Ahmed  XR Engineer & Game Developer | horizontal line Mubeen Furqan Ahmed +92 343 5133008  [mubeenf.ahd@gmail.com](mailto:mubeenf.ahd@gmail.com)  [linkedin.com/in/mubeenfahmed](http://linkedin.com/in/mubeenfahmed)  mubeenfa.github.io/portfolio |
| **ㅡ** Summary | horizontal line  I am a Software Engineer with 7+ years of experience in game/app development, XR, and Metaverse technologies, specializing in Unity3D, WebXR, and cross-platform solutions.  I’ve led the development of immersive training simulations for robotics, AMR, and industrial automation — including NeoVu, a VR training platform later adapted for WebGL. With good command in frontend web development (Angular/Typescript), I enjoy solving complex problems, mentoring teams, and building innovative products. |
| **ㅡ** Experience | horizontal line Neo Robotics / Software EngineerAug 2021 - PRESENT, Denmark/Remote Led the development of VR, WebGL, and Metaverse training solutions for industrial automation and robotics. Specialized in cross-platform systems, multiplayer networking, and product management for immersive training platforms.   * Built VR & WebXR simulations for industrial training and robotics. * Migrated VR training platform to **Web** for cross-device support. * Optimized **multiplayer networking** for real-time collaborative training. * Developed Content Management System frontend**.** * Created 3**60-degree VR training solution**, later scaled to a Metaverse Platform. * Managed & Developed VR-based **Cobot welding** training system. * Built **Autonomous Mobile Robots (AMR)** training simulation in the Metaverse.  BCDApps / Unity DeveloperNov 2020 - April 2021, Islamabad, Pakistan Collaborated with remote teams using Git, Figma, and Monday.com. Contributed to Vortic Collect XR — a featured mobile app in Financial Times, The Guardian, and Forbes. Designed user-friendly interfaces, integrated REST APIs, and implemented scalable design patterns.   * Built responsive UI in Unity using layout components, scroll views, dropdowns, and wireframes * Integrated API endpoints in Unity3D. * Implemented scalable design patterns. * Maintained version control with Git.  Cygnus Creative Software / Mobile Application DeveloperNov 2017 - May 2020, Islamabad, Pakistan  * Developed and launched **Pakistan’s first AR-based EdTech app** for mobile and web platforms. * Built **cross-platform applications** (iOS/Android, PC, Web). * Led app **feature development, testing, deployment, and maintenance** in an Agile team. * Mentored junior developers and supported team collaboration. * Delivered **interactive classroom tools** that improved science learning via AR.  Zoy Solutions / Game DeveloperMarch 2017 - Sept 2017, Rawalpindi, Pakistan |
| **ㅡ** Education | horizontal line SZABIST / BSCS2012 - 2016, Islamabad, Pakistan |
| **ㅡ** Skills | horizontal line   * Unity3D/C# * Cross-Platform Development - Windows, iOS, Android & WebGL * XR Development - ARFoundation, Oculus, Metaverse & WebXR * Product Management - Notion/Trello, Agile, Slack * Version Control - Git * Web Development - Angular/Typescript, HTML, CSS * Web Frameworks: Aframe * Multiplayer - Photon * Cloud - Azure & Firebase |
| **ㅡ** Projects | horizontal line   * **NeoVu** -Multi-users, Metaverse, 360° Video Player * **CobotFessor** - Metaverse-based Cobot Training Simulator * **MediFessor** - Metaverse-based AMR (Parcel Robot) Simulator * **Vortic Collect** - XR-based Virtual Art Exhibitions * **Orbit-Ed** - AR & Web based Educational Platform * **John Player** - AR-based Cigarette Marketing Product * **ATGM** - Anti-Tank Guided Missile Simulator |