

SYED HUZAIFA ALI

UNITY 3D DEVELOPER

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SUMMARY

Highly competent game developer specializing in Game plus AR|VR|MR development, developing a wide range of applications for Android, IOS, Desktop, WebGL. Having a passion for developing innovative programs that Expedite the efficiency and effectiveness of organizational success. Well-versed in technology and writing code to create systems that are reliable and user-friendly. Skilled in leading and managing people. Confident communicator, strategic thinker, and innovative creator to develop software that meet's a company's needs.



EXPERIENCES

UNITY 3D DEVELOPER

DIGIMERSE

[Karachi, Pakistan]

July 2020 - To Date

Key Responsibilities:

- Participate in Requirements gathering and User Experience development skills.
- Interact with clients to determine project's technical requirements and needs.
- Ensure stability and performance of the game on PC and different platforms.
- Analyze existing code and propose efficient solutions.
- Designing, testing and implementing features.
- Contributing to the creative process for features from the early design phase to monitoring their performance.
- Design and develop for Virtual Reality & Augmented Reality.
- Able and interested to work in highly iterative processes and R&D.
- Cross platform (Windows/MacOS/Android/IOS/WebGL) development.
- Responsible for individually developing & managing projects.



FREELANCE WORK

PDF file manipulator (python)

Image manipulation (python)



AWARDS/CERTIFICATES

UDEMY

WebGL with Unity

DAYDREAM - COURSEERA

Intoduction to AR and AR Core

MAJU

Int. Data Science Conference
Committee Member

COMBAT'19

Certificate of Appreciation and awarded
first prize in exhibition

IJSER

Publication on Blockchain
<https://bit.ly/3oUs4pk>

I.C.D.S

Blood transfusion data prediction



SKILLS

- C#
- HTML, CSS
- Three JS
- A-Frame
- Python
- Web GL
- Model Viewer
- Animations
- AR | VR | MR
- Web XR
- Unity 3D
- GitHub
- ZBrush
- Anaconda
- Spyder
- VS Code
- Visual Studio
- Problem Solving
- Presentation skills
- Cummmunication skills
- Adobe Photoshop
- Microsoft Office
- Fluent in English



PROJECTS

DIGIMERCE PROJECTS

- Interior Augmented Reality Application (Demo).
- Unity Raytracing Automotive Project.
- Augmented Reality Game.
- Exhibit interactive 3D model on Web & Real World.

GAMES

- Helix Jump Replica
- Roll a ball maze
- Flappy Bird Replica
- Multiple AR|MR Projects

MACHINE LEARNING PROJECTS

- Student performance predictor.
- Blood transfusion data predictor.
- Unity ML Kit basic chracter movement with (Generative Adversarial Imitation Learning).

NED UNIVERSITY AR PROJECT

Marker based AR application to show NED University data regarding admission & how to apply



EDUCATION

MS IN COMPUTER SCIENCE

BAHRIA UNIVERSITY

[Karachi, Pakistan]

In Progress

BS IN COMPUTER SCIENCE

MAJU

[Karachi, Pakistan]

2015 - 2018