

# Syed Huzaifa Ali

Trier, Germany

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## PROFESSIONAL SUMMARY

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Experienced Unity Developer with 6+ years in designing and developing cross-platform 2D/3D games, AR/VR/XR solutions, and interactive simulations. Proficient in Unity C#, WebGL, and various XR frameworks. Demonstrated leadership in managing teams and delivering high-quality projects for global clients. Strong problem-solver with a proven track record of innovation and efficiency.

## SKILLS

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**Languages & Frameworks:** Unity C#, JavaScript, HTML, PHP, LINQ

**AR/VR/XR Development:** ARFoundation, ARCore, Vuforia, XR Interaction Toolkit, AR/VR/XR, Mixed Reality

**Tools & Platforms:** Git, Photoshop, Firebase, Cinemachine, Addressables, Editor Scripts, MS Word

**Operating Systems & Platforms:** iOS, Android, PC, WebGL

**APIs & SDKs:** REST API, JSON, XML, Photon PUN 2, Agora, Ready Player Me, AppLovin, Unity Ads, AdMob, Game Analytics

**Other Expertise:** LIDAR Scanner, Multiplayer, UI/UX, Testing, Cloud Storage, Apple Store Connect, Meeting Deadlines

**Game & App Elements:** 2D/3D Game Development, Animations, Effects, Room Scanning, Object Placement, Pipe Generation

## EXPERIENCE

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### Software Developer - Unity 3D

Sep 2024 – Present

*Fraunhofer-Institute Solare Energiesysteme ISE, Germany*

- Developed XR applications for floor detection and heating system placement in scanned rooms.
- Implemented room scanning, object placement, pipe generation, item saving, and data loading.
- Used JSON/XML for data handling; managed uploads via Apple Store Connect.
- Built AR world map saving/loading system for persistent 3D object locations.

### Lead Unity 3D Developer

Jun 2022 – Apr 2024

*Digittrends*

- Led AR/VR and 2D/3D game development for international clients like GSK, Abbott, and Roche.
- Managed a 10-member team across 3 projects, ensuring technical alignment and timely delivery.
- Integrated APIs, SDKs, and cloud systems for cross-platform functionality.
- Collaborated with the CTO and clients to implement gamification and improve visuals.

### Lead Unity 3D Developer

Oct 2021 – Jun 2022

*Imagination Warehouse*

- Built a multiplayer WebGL metaverse for virtual meetings with Photon, Agora, and RPM SDKs.
- Conducted QA, handled Web3.0 research, and led a team of 3D artists and UI/UX designers.

### Unity 3D Developer - Mid Senior

May 2021 – Oct 2021

*Game Storm Studios*

- Developed 3D games (shooting, puzzle, endless runner) and implemented unique features.
- Created custom visual effects and optimized gameplay using editor scripts.

### Software Developer (Unity 3D)

Jun 2020 – May 2021

*Digimerse*

- Worked with clients to identify technical challenges and developed automation scripts.
- Focused on XR/AR app development, optimization, and feature integration.

### Mixed Reality Developer

May 2018 – May 2020

*NED University (CSR)*

- Managed a Team R&D for mobile Mixed Reality applications and integrated advanced custom features.

EDUCATION

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<b>M.Sc. Computational Linguistics / Natural Language Processing (Ongoing)</b> <i>University of Trier</i>	2024 – Present <i>Trier, Germany</i>
<b>Master of Computer Science</b> <i>Bahria University</i>	2019 – 2021 <i>Karachi, Pakistan</i>
<b>Bachelor of Computer Science</b> <i>MAJU University</i>	2015 – 2018 <i>Karachi, Pakistan</i>

LANGUAGES

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**English:** C1

ACHIEVEMENTS

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- Achievement award for exceptional problem-solving and project delivery.
- Recognized for leadership, technical innovation, and client satisfaction.