SYED HUZAIFA ALI

Lead Unity Developer

View my Portfolio

Summary

Skilled Unity Developer with 6 years of experience developing 3D games, & Extended Reality (XR) solutions for platforms like Ios, Android, PC, Web, etc. Skilled in C#, PHP, WebGL. Proven track record in optimizing game performance, integrating APIs and SDKs, and leading development teams to deliver innovative solutions. Strong communication skills. Recognized for significant contributions to technical projects and recipient of an achievement award for outstanding problem-solving abilities.

Contact

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in SyedHuzaifaAli

📍 Trier, Germany

Skills

- C#
- PHP
- Web GL
- Firebase
- GitHub
- R&D
- Animations
- ARCore
- Vuforia
- AR/VR
- Debugging & Optimization
- ARFoundation
- IOS Android & PC
- Optimization
- Wikitude
- Analysis
- Web VR/AR
- Addressables
- Ledership
- Project Management
- Agora
- Communication

Education

(2024-In Progress)
TRIER UNIVERSITY, TRIER, GERMANY
M.Sc in Natural Language Processing

(2019-2021)
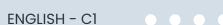**BAHRIA UNIVERSITY, KHI, PAKSITAN**
Master of Computer Science

(2015-2018)
MAJU UNIVERSITY, KHI, PAKSITAN
Bachelors of Computer Science

Achievements

BLOCKCHAIN PAPER   COMBAT'19 WINNER
COURSE INSTRUCTOR NED – CSRD

Language's

ENGLISH – C1   ● ● ● ●

Experience

DIGITRENDS   (06/2022 – 04/2024)

Lead Unity 3D Developer

- Providing Initial concepts ideas for games.
- Integrate API's and SDKs to get the desired results.
- Worked on Virtual Reality medical simulations and virtual tours.
- Gamifying events to better engage audience and get good feedback.
- Worked on Augmented reality marketing, mobile and webGL gaming solutions.
- Utilising problem solving skills to overcome technical challenges resulting in recognition with an achievement award
- Provide clear and concise information to enable informed decisions regarding project scope, timelines, and expectations

IMAGINATION WAREHOUSE   (10/2021 –06/2022)

Lead Unity 3D Developer

- Developed a webGL multiplayer game conduct meetings also explore portfolio of the company.
- Conducting extensive research to identify new opportunities and innovative solutions for web3.0.
- Created custom scripts for seamless workflow.
- Leading a team of 3D artists and UI/UX, ensuring project meets design and functionality requirements.

GAME STORM STUDIOS   (05/2021 – 10/2021)

Unity 3D Developer - Mid Senior

- Developing 3d games like (shooting, hunting, puzzle, endless runner etc.)
- Conducting research to implementing new features based on the results.
- Creating games custom features and visual effects for games.

DIGIMERSE   (06/2020 – 05/2021)

Software Developer (Unity 3D)

- Worked mutliple technologies like AR/VR, 2d & 3d.
- Improving experience. Coordination with clients to determine project's technical requirements and needs.
- Helped identify a problem that solved a major bottleneck.

NED (CSRD)   (05/2018 – 05/2020)

Mixed Reality Developer

- Responsible for R&D of the project.
- Developing Mixed Reality apps and maintenance.
- Integrating custom features and optimisation for mobile.
- Responsible for managing a small team.