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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- 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
- REST APIs, JSON, XML.

Education

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

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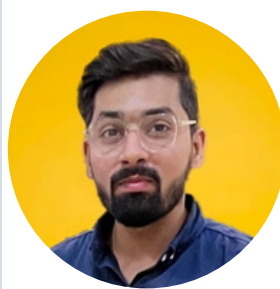**MAJU UNIVERSITY, KHI, PAKSITAN**
Bachelors of Computer Science

Achievements

BLOCKCHAIN PAPER

COURSE INSTRUCTOR NED UNIVERSITY

Language's

ENGLISH - C1 ● ● ● ● ○

Experience

DIGITRENDS   (06/2022 - 04/2024)
Lead Unity 3D Developer

- Led development of VR simulations, 2D/3D games, and AR apps for international clients like GSK, Abbott, Roche, and Sanofi, integrating APIs and SDKs for high-quality results.
- Managed a cross-functional team, mentoring and conducting progress reviews to align with project goals.
- Collaborated with clients, internal teams, and the CTO to define scope, propose solutions, and ensure project alignment.
- Brainstormed game concepts, enhanced visuals, and implemented gamification strategies to boost engagement and gather feedback.
- Developed VR, AR, 2D, 3D, Console, Mobile & WebGL games solutions, partnering with UX/UI designers to create visually appealing, responsive interfaces that increased brand visibility. Leveraged REST APIs with JSON and XML to manipulate data.
- Awarded for problem-solving and exceeding expectations, delivering high-quality results while providing insights on project timelines and resource management.

IMAGINATION WAREHOUSE   (10/2021 –06/2022)
Lead Unity 3D Developer

- Developed a WebGL multiplayer metaverse for users to connect, explore the company's portfolio, and schedule meetings with management in a virtual museum-like platform.
- Researched Web3.0 opportunities to enhance the company's market positioning and offerings.
- Created custom scripts to improve workflow efficiency and ensure smooth project functionality.
- Led a team of 3D artists and UI/UX designers, ensuring alignment with design and functional requirements.
- Collaborated with international clients to meet market needs and expand the company's global reach.
- Experience with REST APIs, JSON, XML.

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.
- Integrating analytics & ads SDK's (Firebase, Game Analytics, Admob, Unity Ads, AppLovin etc.).

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.