

Syed Huzaifa Ali

Trier, Germany

syedhuzaifaali660@gmail.com | +49 176 69266802 | linkedin.com/in/syed-huzaifa-ali | Portfolio

PROFESSIONAL SUMMARY

Unity & XR Developer — 6+ Years of experience. Unity engineer with a portfolio of 45 end-to-end 2D/3D games and AR/VR/XR solutions for global enterprises (GSK, Abbott, Fraunhofer ISE). Expert in making scalable multiplayer experiences (Photon PUN 2), ARFoundation integrations, and optimized build pipelines (Addressables, CI/CD) that drive up to 50% performance gains. Proven leader of cross-functional teams, prototyping complex interactions, and translating business goals into immersive, ROI-focused applications. Passionate about mentoring developers and advancing XR innovation through continuous R&D and community engagement.

SKILLS

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

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

Tools & Platforms: Git, Jira, Trello, Jenkins (for CI/CD learning), Photoshop, Firebase, Cinemachine, Addressables

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

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

Other Expertise: Multiplayer, Matchmaking, Leaderboards, Playmode Testing, Apple Store Connect, UI/UX Coordination, Cloud Storage, Google PlayStore

EXPERIENCE

Software Developer - Unity 3D

Fraunhofer-Institute Solare Energiesysteme ISE

Sep 2024 – Present (11 mos)

- 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

Digitrends, Headquarter USA

Jun 2022 – Apr 2024 (1 yr 11 mos)

- Led AR/VR and 2D/3D game development for international clients like GSK, Abbott, and Roche.
- Managed a 10-member team across multiple 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.

Freelance Work

Remote

2021 – 2023

- Built IoT health app visualizing breathing data, increasing engagement by 45%.
- Created multiplayer WebGL game with PHP backend & eBay API.
- Delivered AR WebGL retail project, increasing engagement and interactivity.

Lead Unity 3D Developer

Imagination Warehouse

Oct 2021 – Jun 2022

- 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

Game Storm Studios

May 2021 – Oct 2021

- 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)

Digimerse

Jun 2020 – May 2021

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

Mixed Reality Developer

NED University (CSR.D)

May 2018 – May 2020

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

EDUCATION

M.Sc. Computational Linguistics / Natural Language Processing (Ongoing)

University of Trier

2024 – Present

Trier, Germany

Master of Computer Science

Bahria University

2019 – 2021

Karachi, Pakistan

Bachelor of Computer Science

MAJU University

2015 – 2018

Karachi, Pakistan

LANGUAGES

English: C1

ACHIEVEMENTS

Achievement award for exceptional problem-solving and project delivery.

Recognized for leadership, technical innovation, and client satisfaction.