Syed Huzaifa Ali

Professional Summary

Unity & XR Developer with 6+ years' experience delivering 45+ 2D/3D games and AR/VR/XR solutions for enterprises including GSK, Abbott, and Fraunhofer ISE. Specialized in scalable multiplayer systems (Photon PUN 2), ARFoundation integrations, and optimized build pipelines (Addressables, CI/CD) achieving up to 50% performance gains. Led cross-functional teams to deliver ROI-focused immersive products, mentored developers to raise code quality, and executed R&D initiatives that reduced production timelines by up to 25%.

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*

Experience

Software Developer – Unity 3D
Fraunhofer-Institute Solare Energiesysteme ISE
Sep 2024 – Present

- Designed AR apps for floor detection and heating system placement, reducing material costs by 15% via optimized piping paths.
- Developed room scanning and persistent AR mapping, cutting setup time by 30%.
- Engineered JSON/XML data pipelines and integrated Apple Store Connect for streamlined deployment.
- Implemented world-map save/load to maintain accurate 3D object placement across sessions.

Lead Unity 3D Developer
Digitrends (HQ USA)
Jun 2022 – Apr 2024

- Directed AR/VR and 2D/3D projects for GSK, Abbott, and Roche, achieving 100% on-time delivery and 20% growth in repeat business.
- Managed a 10-member cross-functional team, aligning roadmaps with business goals and mitigating project risks.
- Introduced gamification strategies that elevated user engagement by 35%.

Freelance Unity Developer
Remote
2021 – 2023

- Delivered an IoT health app with real-time breathing data visualization, increasing engagement by 45%.
- Engineered a multiplayer WebGL game with a custom PHP backend & eBay API, raising tournament participation by 50%.
- Created an AR WebGL retail experience with custom animations, extending average dwell time by 40%.

Lead Unity 3D Developer
Imagination Warehouse
Oct 2021 – Jun 2022

- Produced a multiplayer WebGL metaverse using Photon, Agora, and RPM SDKs for virtual meetings and showcases.
- Researched and integrated Web3.0 features, strengthening interaction flows and security.
- Coordinated 3D artists & UI/UX designers, improving visual fidelity and retention by 25%.

Software Developer (Unity 3D)
Digimerse
Jun 2020 – May 2021

– Created AR/XR apps with optimized performance pipelines, cutting load times by 35%.
– Automated workflows with custom scripts, saving 10+ developer hours weekly.

Mixed Reality Developer
NED University (CSRD)
May 2018 – May 2020

– R&D on mobile Mixed Reality applications with advanced custom features, boosting interaction quality by 30%.

Skills

Languages & Frameworks: Unity C#, JavaScript, HTML, PHP, LINQ
AR/VR/XR: ARFoundation, ARCore, ARKit, Vuforia, XR Interaction Toolkit, Mixed Reality
Tools: Git, Jira, Trello, Jenkins, Photoshop, Firebase, Cinemachine, Addressables
Platforms: iOS, Android, PC, WebGL
APIs & SDKs: REST, JSON, XML, Photon PUN 2, Agora, Ready Player Me, Unity Ads, AdMob, Game Analytics, Blockchain Wallets
Expertise: Multiplayer, Matchmaking, Leaderboards, Playmode Testing, Apple Store Connect, UI/UX Coordination, Cloud Storage, Google Play

Achievements

Awarded for delivering projects ahead of schedule with measurable ROI improvements.

Recognized for leadership in technical innovation and client satisfaction.