

# SYED HUZAIFA ALI

## Master in Computer Science

As a highly skilled and experienced IT professional with 5 years of experience in the field, I bring expertise in 2D and 3D games, simulations, AR/VR and R&D. With a focus on architecture and data flow, I have demonstrated a proven track record in application development for various platforms, including Android, iOS, Desktop, and WebGL. I have experience in leading teams, managing projects and continuously striving for project excellence through innovative solutions and proactive suggestions. I possess excellent communication and problem-solving skills, enabling me to effectively collaborate with cross-functional teams for seamless project execution.

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📍 Karachi, Pakistan



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## WORK EXPERIENCE

### Digitrends

*Working since 06/2022 – Currently Working*

#### Designation: Lead Unity 3D Developer

- **Development and implementation of projects**, ensuring timely delivery while adhering to project timelines.
- Debugging and troubleshooting code to **improve project performance and functionality**.
- Designing and **architecting code**, implementing best practices and **innovative solutions** to enhance project outcomes.
- **Proactively suggesting new ideas and improvements** to drive project success and promote continuous improvement.
- **Design and development of simulations and virtual reality projects**, incorporating creative ideas and advanced technology to provide an engaging user experience.
- Conducting feasibility evaluations and determining functionality and appearance of simulations to meet project requirements.
- **Collaborating with cross-functional teams** to bring simulations to life, ensuring seamless user experience.
- Effectively **managing and leading a team**, delegating tasks and responsibilities to ensure efficient project execution.
- Regularly **monitoring team progress** and providing constructive feedback to drive results and achieve project goals.
- Ensuring clear and **effective communication** with team members to foster collaboration and drive project success.

### Imagination Warehouse, Karachi, Pakistan

*Working since 10/2021 – 06/2022*

#### Designation: Lead Unity 3D Developer

- Conducting **extensive research and development** to identify new opportunities and **innovative solutions**.
- **Planning and brainstorming** ideas to drive project success and continuously improve project outcomes.
- Debugging and **troubleshooting code** to ensure seamless operation and **optimal performance**.
- Providing support and guidance to **3D artists and UI/UX teams**, ensuring project deliverables meet design and functionality requirements.

### Game Storm Studios, Karachi, Pakistan

*Working since 05/2021 – 10/2021*

#### Designation: Mid Senior-Software Engineer (Unity 3D)

- Conducting in-depth **research** to identify best practices for analysing user data and **implementing new features** based on the results.
- **Analysing user data** using advanced data analysis tools to improve user **retention rate** and **session time**, with the goal of increasing app ratings in the App Store and Play Store.
- Utilizing **keywords** to optimize reach and visibility to the end-user, resulting in improved engagement and user experience.

### Digimerse, Karachi, Pakistan

*Worked from 06/2020 – 05/2021*

#### Designation: Software Developer (Unity 3D)

- Exercise hands-on approach and effective controls to **design, test**, and implement features. **Research** numerous verticals to design and develop while working in highly iterative processes and **R&D**.
- Actively engage in **requirements gathering** and **user experience** development skills as well as function in close **coordination with clients** to determine project's technical requirements and needs.
- **Optimize the performance** on all platforms, render a keen **eye for detail** to evaluate existing code and propose efficient solutions.

### Ned (CSRD) – Karachi, Pakistan

*Worked from 05/2018 – 05/2020*

#### Designation: Mixed Reality Developer

- Responsible for research and development of the project.

- Responsible for Developing Mixed Reality apps and maintenance.
- Adding custom features and optimization for different platforms.
- Responsible for managing a small team.

## Additional Experience

- **Game Developer | Pixel N Press Studios (Remote) – Part Time**  
*Key Point: Development, Project Management, Design and Mobile Optimization.*
- **Visiting Faculty | NED University of Engineering and Technology**
- **Research Assistant | Mohammad Ali Jinnah University, Karachi**

## SKILLS

C# | Python | Web GL | Animations | XR | Unity 3D  
| GitHub | Adobe Photoshop | Strategic Planning & Analysis  
| Research & Development | Debugging & Optimization  
Skills | Mobile Game Development |  
| Firebase | Vuforia | ARFoundation | Oculus | ARCore |  
Wikitude | Analytics Data | Optimization

## EDUCATION

**Bahria University, Karachi,  
Pakistan**

7/2021 - completed

**Master of Computer Science**  
(Registration # 02-243192-001)

**Mohammad Ali Jinnah  
University, Karachi, Pakistan**

01/2015 – 12/2018

**Bachelors of Computer  
Science** (Registration # sp15-bs-0092)

## AWARDS/CERTIFICATES

- WebGL with Unity | UDEMY ([Link](#))
- Introduction to AR and AR Core | DAYDREAM – COURSEERA ([Link](#))
- Int. Data Science Conference Committee Member | MAJU ([Link](#))
- Certificate of appreciation and awarded first prize in exhibition | COMBAT'19 Winner ([Link](#))
- Certificate of appreciation | NED- Center for Software Research & Development ([Link](#))

## PUBLICATION

- Publication on Blockchain ([Link](#))
- Blood transfusion data prediction | I.C.D.S

## PORTFOLIO

- <https://syedhuzaifaali660.github.io/SyedHuzaifaAli/>

## LANGUAGES

English



Urdu

