

SYED HUZAIFA ALI

Master in Computer Science

A trusted innovator focusing on architecture and data flow of software and having almost 5 years of experience. Technical & detail-oriented IT professional experience in 2D and 3D Games, Simulations, AR / VR, Animations, R&D, project management. Have worked on FPS, TPS, Endless Runner, Hyper Casual game and Simulations. Proven expertise in application development for Android, IOS, Desktop and WebGL.

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WORK EXPERIENCE

Imagination Warehouse, Karachi, Pakistan

Working since 10/2021 – 06/2022

Designation: Lead Unity 3D Developer

- **Researching & Development.**
- Planning and brainstorming ideas.
- Debugging.
- Helping 3D artists & UI/UX team.

Game Storm Studios, Karachi, Pakistan

Working since 05/2021 – 10/2021

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

- **Researching** best tactics to analyze user data focusing on **data analyses** and adding new features accordingly.
- **Analyzing data** to make user **Retention rate** and **Session time** increase with the help of **Data Analysis Tools**. Helping to reach **higher ratings** in App Store and Play Store.
- **Utilizing Keywords** for better reach to the end-user.

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

Additional Experience

- **Game Developer | Pixel N Press Studios (Remote) – Part Time, Lahore, Pakistan | 11/2020 – 04/2021**
Key Point: Development, Project Management, Design and Monitor, Converting ideas into feature and Optimization.
- **Visiting Faculty | NED University of Engineering and Technology, Karachi | 2021 to Present**
- **Research Assistant | Mohammad Ali Jinnah University, Karachi | 2018**

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

