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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📍 Karachi, Pakistan

📱 +92-333-3707130

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
● ● ● ● ●