



SYED HUZAIFA ALI

Lead Unity Developer

[View my Portfolio](#)

Contact



+4917669266802



syedhuzaifaali660@gmail.com



[SyedHuzaifaAli](#)



Trier, Germany

Skills

C#

PHP

Web GL

Firebase

Animations

GitHub

R&D

ARCore

Debugging & Optimization

Vuforia

IOS Android & PC

ARFoundation

Wikitude

Analytics

Optimization

Addressables

Web VR/AR

Agora

AR/VR

Education

(2024-In Progress)

TRIER UNIVERSITY, TRIER, GERMANY

M.Sc in Natural Language Processing

(2019-2021)

BAHRIA UNIVERSITY, KHI, PAKISTAN

Master of Computer Science

(2015-2021)

MAJU UNIVERSITY, KHI, PAKISTAN

Bachelors of Computer Science

Achievements

[BLOCKCHAIN PAPER](#) [COMBAT'19 WINNER](#)

[COURSE INSTRUCTOR NED - CSRD](#)

Language's

ENGLISH - C1



Experience

DIGITRENDS

(06/2022 - 04/2024)

Lead Unity 3D Developer

- Providing Initial concepts ideas for games.
- Integrate API's and SDKs to get the desired results.
- Worked on Virtual Reality medical simulations and virtual tours.
- Gamifying events to better engage audience and get good feedback.
- Worked on Augmented reality marketing, mobile and webGL gaming solutions.
- Utilising problem solving skills to overcome technical challenges resulting in recognition with an achievement award
- Provide clear and concise information to enable informed decisions regarding project scope, timelines, and expectations

IMAGINATION WAREHOUSE

(10/2021 - 06/2022)

Lead Unity 3D Developer

- Developed a webGL multiplayer game conduct meetings also explore portfolio of the company.
- Conducting extensive research to identify new opportunities and innovative solutions for web3.0.
- Created custom scripts for seamless workflow.
- Leading a team of 3D artists and UI/UX, ensuring project meets design and functionality requirements.

GAME STORM STUDIOS

(05/2021 - 10/2021)

Unity 3D Developer - Mid Senior

- Developing 3d games like (shooting, hunting, puzzle, endless runner etc.)
- Conducting research to implementing new features based on the results.
- Creating games custom features and visual effects for games.

DIGIMERSE

(06/2020 - 05/2021)

Software Developer (Unity 3D)

- Worked mutiple technologies like AR/VR, 2d & 3d.
- Improving experience. Coordination with clients to determine project's technical requirements and needs.
- Helped identify a problem that solved a major bottleneck.

NED (CSRD)

(05/2018 - 05/2020)

Mixed Reality Developer

- Responsible for R&D of the project.
- Developing Mixed Reality apps and maintenance.
- Integrating custom features and optimisation for mobile.
- Responsible for managing a small team.