

Profile

Master in Computer Science

A skilled professional with 6 years of experience, I bring expertise in 2D, 3D games, simulations, AR/VR and R&D. Focusing on data flow, reusability and component based approach. Have experience with platforms, like Android, iOS, Desktop, and WebGL. Leading teams, managing projects and striving for project excellence through innovative solutions. I possess excellent communication and problem-solving skills, enabling me to collaborate with cross-functional teams for seamless project execution.

Contact



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SyedHuzaifaAli



Trier Germany

Skills

C#

Python

Web GL

Firebase

Animations

GitHub

R&D

ARCore

Debugging & Optimization

Vuforia

IOS Android & PC

ARFoundation

Wikitude

Analytics

Optimization

Web VR

Agora

Addressable

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



URDU - NATIVE



SYED HUZAIFA ALI

Lead Unity Developer

[View my Portfolio](#)

Experience

DIGITRENDS

(06/2022 - Now)

Lead Unity 3D Developer

- Providing Initial concepts ideas for games.
- Integrate API's and SDKs to get the desired results.
- Worked on medical simulations and virtual tours.
- Gamifying events to better engage audience and get good feedback.
- Worked on Augmented reality marketing and 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.