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.

✉ syedhuzaifaali66o@gmail.com

📍 Karachi, Pakistan

in linkedin.com/in/syed-huzaifa-ali/
📱

+92-315-2892019

WORK EXPERIENCE

Digitrends

Working since 06/2022 – Currently Working

Designation: Lead Unity 3D Developer
- Utilizing my expertise in augmented reality, virtual reality, web-VR, and games 2D/3D to deliver innovative engaging game products.
- Integrate API's and SDKs to get the desired results.
- Developing initial concepts and designs for games, including gameplay, game scripts, and storyboards, while also creating visual aspects of the game at the concept stage.
- Understand client requirements and ensure the development of the desired game product.
- Optimizing and enhancing visuals of games.
- Leveraged R&D to research and explore new technologies and techniques, such as migrating game solutions to web VR.
- Utilized strong problem-solving skills to overcome technical challenges resulting in recognition with an achievement award
- Conducting feasibility assessment and technical requirements for the proposed game.

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 Tim**
  Key Point: *Development, Project Management, Design and Me*
  Optimization.
- **Visiting Faculty | NED University of Engineering and Technol**
- **Research Assistant | Mohammad Ali Jinnah University, Kara**

SKILLS

C# | Python | Web GL | Animations | XR | Unity 3D
| GitHub | Adobe Photoshop | Research & Development |
Debugging & Optimization | Ios, Android & PC | Firebase |
Vuforia | ARFoundation | Oculus | ARCore | Wikitude |
Analytics Data | Optimization | Photon Pun2 | Web VR |
Agora | Addressable |

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
● ● ● ● ●