

# SYED HUZAIFA ALI

## Master in Computer Science

A trusted innovator focusing on architecture and data flow of software and having 3+ years of experience. Technical & detail-oriented IT professional experience in 2D and 3D applications development, animations, R&D, project management, and requirement gathering. Have worked on FPS, TPS, Endless Runner & Hyper Casual games. Proven expertise in application development for Android, IOS, and WebGL.

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📍 Karachi, Pakistan

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## WORK EXPERIENCE

### Imagination Warehouse, Karachi, Pakistan

*Working since 10/2021 – to present*

#### Designation: Lead Unity 3D Developer

- **Researching & Development.**
- Planning and brainstorming ideas.
- Debugging.

### 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 |

## EDUCATION

**Bahria University, Karachi,  
Pakistan**  
**Master of Computer Science**  
(Registration # 02-243192-001)

7/2021 - completed

**Mohammad Ali Jinnah  
University, Karachi, Pakistan**  
**Bachelors of Computer  
Science** (Registration # sp15-bs-0092)

01/2015 – 12/2018

## 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

