

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 on 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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📞 +92-333-3707130

WORK EXPERIENCE

Game Storm Studios, Karachi, Pakistan

Working since 05/2021 – Present

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.

Pixel N Press Studios (Remote) – Part Time, Lahore, Pakistan

Worked from 11/2020 – 04/2021

Designation: Game Developer

- Sole responsible for developing and managing projects.
- Serve as a resource in adding features from the early design phase to monitoring performance.
- Developing open world game with AI and custom 3rd person controller with cinemachine.
- Adding custom animations with unity IK system.
- **Optimize** the **performance** on IOS and ANDROID.

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

- **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 | Web XR
| Unity 3D | GitHub | Adobe Photoshop | Strategic Planning
& Analysis | Research & Development | Debugging &
Optimization Skills | Mobile Game Development |
Addressables | 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

