Summary

Skilled Unity Developer with **6 years of experience** developing **3D games**, & **Extended Reality (XR)** solutions for platforms like **iOS, Android, PC, Web,** etc. Skilled in C#, PHP, **WebGL**. Proven track record in optimizing game performance, **integrating APIs and SDKs** as well as **leading teams** to deliver innovative solutions. **Strong communication skills**. Recognized for significant contributions to technical projects and recipient of an achievement award for **outstanding problem-solving abilities.**

Contact

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- Trier, Germany

Skills

C# | PHP | WebGL | Firebase | GitHub

R&D | Animations | ARCore | Vuforia | AR/VR

Debugging & Optimization | ARFoundation

IOS Android & PC | Optimization | Wikitude

Analysis | Web VR/AR | Addressables

Ledership | Project Management | Agora

Communication | REST APIs, JSON, XML

Education

(2019-2021)
BAHRIA UNIVERSITY, KHI, PAKSITAN
Master of Computer Science

(2015-2018)
MAJU UNIVERSITY, KHI, PAKSITAN
Bachelors of Computer Science

Achievements

BLOCKCHAIN PAPER

COURSE INSTRUCTOR NED UNIVERSITY

Language's

ENGLISH - C1

SYED HUZAIFA ALI
Lead Unity Developer

View my Portfolio

Experience

FRAUNHOFER-INSTITUTE SOLARE ENERGIESYSTEME ISE - GERMANY
(09/2024 - Present)
Software Developer - Unity 3D
- Developed XR applications for floor detection and heating system placement in scanned rooms. Multiple viewing angles for system inspection.
- Designed optimal piping path generation. Implemented room scanning, object placement, pipe generation, item saving, and data loading features.
- Leveraged JSON for data storage, cloud for storage and retrieval, and XML for data reading.
- Integrated AR features with backend systems for efficient performance and seamless data handling.

JSON/XML, UNITY C#, IOS, LIDAR SCANNER, GIT, 2D/3D, ANIMATIONS, EFFECTS, XR INTERACTION KIT, AR/XR, EDITOR SCRIPTS, CLOUD, LINQ, SDK's, UI/UX,

DIGITRENDS
(06/2022 - 04/2024)
Lead Unity 3D Developer
- Led development using best practices like S.O.L.I.D. principles in VR simulations, 2D/3D games, and AR apps for international clients (GSK, Abbott, Roche, Sanofi), managing a team of 10. Delivered projects ahead of schedule with improved visuals, securing positive client feedback.
- Experienced in integrating with backend services and third party libraries, APIs,Asset Management, SDKs & creating custom code for seamless cross platform integration.
- Managed three projects simultaneously, ensuring alignment with goals through regular reviews and updates to clients and internal teams.
- Collaborated with clients, internal teams, and the CTO to define scope, propose solutions, and enhance engagement through gamification and visual improvements.
- Awarded for problem-solving and exceeding expectations, delivering high-quality results.

REST API, JSON, HTML, JAVASCRIPT, UNITY C#, WEBGL, IOS/ANDROID/PC, GIT, CINEMACHINE, 2D/3D, ANIMATIONS, EFFECTS, PHOTOSHOP, XR INTERACTION KIT, AR/VR/XR, EDITOR SCRIPTS, MS WORD, MULTIPLAYER, PHP, LINQ, UI/UX,

IMAGINATION WAREHOUSE
(10/2021 –06/2022)
Lead Unity 3D Developer
- Developed a WebGL multiplayer metaverse to explore and schedule virtual meetings in a museum-like platform.
- Researched Web3.0 opportunities to enhance market positioning and created custom scripts to improve workflow efficiency.
- Led a team of 3D artists and UI/UX designers, ensuring alignment with design and functionality. Collaborated with international clients to meet market needs.

WEBGL, ANIMATION, EDITOR SCRIPS, HTML, JAVASCRIPT, MULTIPLAYER, PHOTON PUN 2, READY PLAYER ME SDK INTEGRATION, AGORA SDK.

GAME STORM STUDIOS
(05/2021 – 10/2021)
Unity 3D Developer - Mid Senior
- Developed 3D games, including shooting, hunting, puzzle, and endless runner genres, while conducting research to implement new features based on the findings and creating custom features and visual effects for each game.

FIREBASE, GAME ANALYTICS, ADMOB, UNITY ADS, APPLOVIN, ANDROID/IOS, GIT, ANIMATION/EFFECTS, EDITOR SCRIPS.

DIGIMERSE
(06/2020 – 05/2021)
Software Developer (Unity 3D)
- Coordinated with clients to determine the project's technical requirements and needs, helping to identify a problem that resolved a major bottleneck. Developed custom scripts to accelerate timelines and automate tasks.

ANDROID/IOS/PC, GIT, ANIMATION/EFFECTS, EDITOR SCRIPS, XR/AR, 2D/3D GAMES.

NED (CSRD)
(05/2018 – 05/2020)
Mixed Reality Developer
- Responsible for the R&D of the project, including the development and maintenance of Mixed Reality apps. Also accountable for integrating custom features and optimizing for mobile, while managing a small team.

ANDROID/IOS, ANIMATION/EFFECTS, XR/AR.