

MUHAMMAD USAMA IRFAN

Extended Reality (XR) Developer

About Me

Extended Reality (XR) developer passionate about pushing the boundaries of what's possible to create high-tech solutions for real-world problems.

My Contact

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📍 Lahore, Pakistan

🌐 <https://github.com/usama-469>

Skills

- Augmented Reality stack
 - AR Foundation + (ARCore & AR Kit)
 - Vuforia
 - 8th wall
 - SparkAR
 - Meta
 - Lightship
- Virtual Reality stack
 - Meta SDK
 - Open XR
 - OVR SDK
 - Vuforia
 - Polyspatial creator
- Tools I use:
 - Unity
 - C#
 - React Native
 - Figma
 - C++
 - Blender
 - Git
 - Python
 - Open CV
 - Netcode

Education Background

National University of Sciences
& Technology (NUST) (Islamabad, Pakistan)

Bachelor in Mechanical Engineering
2019-2023
CGPA 3.36/4 (84%)

Professional Experience

Lead XR developer | Made IT

May 2024 - Present

Key responsibilities:

- Led multiple cross-functional teams in the planning, execution, and delivery of innovative projects, including XR initiatives.
- Oversaw the budget and resource allocation for projects, ensuring alignment with organizational goals and financial constraints.
- Recruited, trained, and mentored a diverse team of professionals, including the web devs, game devs and flutter devs.
- Represented the company at industry events, pitch competitions, and networking sessions to secure seed funding and partnerships.

XR developer | Freelance

October 2023 - Present

Key responsibilities:

- Maintained a 100% Job success score in Upwork, and Fiverr.
- Achieved Top rated status on Upwork, (in the top 10% of Upwork freelancers).
- Level 1 seller on Fiverr, having a perfect 5-star rating.

AR App developer | Hexagon Technologies

Jan 2024-May 2024

- Led the team of UI/UX designers, 3D artists, and AR developers to create a user-friendly AR app.
- Custom-designed AR interactions for enhanced user experience.
- Employed Unity Collaborate and Unity Cloud Build for streamlined version control and cloud-based feature deployment.

Projects

Food AR ecosystem

- Planned and executed an entire pipeline for AR dining experiences.
- Communicated with backend developers to create the APIs, docker containers and cloud storage solutions.
- Collaborated with the UI/UX team for the effective User experience.
- Utilized Unity Engine with AR Foundation 5.1 to create 2 cross platform (Android + iOS apps).

Lightship SharedAR game

- Integrated the Lightship API into Unity.
- Set up networking server for multiplayer functionality.
- Designed game mechanics using Unity and C#.
- Utilized dynamic meshing for creating various local VPS points.
- Set up VPS service for accurate feature and geoposition tracking.

AR Interactive room decor

- Multiplane detection with ARFoundation 5.1 and Apple ARKit.
- Custom libraries to optimize complex collision handling and intuitive snapping mechanisms.
- Unity Collaborate and Unity Cloud Build for streamlined version control.
- Utilizing Xcode for iOS app development.

Virtual Heaven app

- Integrated computer vision library to track face landmark data.
- Utilized multiple APIs and integrated firebase.
- Integrated user authentication and google sign in.
- Integrated Admob.
- Published the app on google playstore.