Usama Qureshi

Unity Game & AR, VR Developer • Open to Remote, Onsite & Relocation • +92 346 5348843

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Unity and AR, VR Developer with 7+ years of experience delivering real-time interactive applications, multiplayer games, and AR, VR immersive solutions and experiences for international clients and brands. Additionally skilled in designing and backend integrations. Proven ability to lead teams, optimize performance, ship production-ready products and work on R&D products.

Technical Skills

Language: C#
Game Engine: Unity (Windows, macOS, Android, iOS, WebGL)

AR, VR: Vuforia, ARFoundation (ARCore, ARKit), ZapWorks XR, EasyAR, Oculus Rift, Meta Quest, Google VR, OpenVR

Multiplayer: Photon Fusion, Photon PUN, Photon PUN2

Backend & Networking: REST APIs, WebSockets, WebRTC

Architecture & Frameworks: Zenject, Addressables & Asset Bundles, Scriptable Objects, UniTask, Localization & Translation APIs, Speech Synthesis (TTS, STT), Social SDKs, Region Capture

Tools: Git, Unity Version Control (Plastic SCM, Unity Collab), Blender, Substance Painter, Adobe Suite (Photoshop, Illustrator, Premiere, After Effects)

Experience

Solution Founder Information Technologies Global   Riyadh, KSA
Lead AR Full Stack Developer (Remote)   Oct 2021 – Present
- Led design and development of multiple AR and gamification driven products for international markets.
- Developed a real-time AR Coloring Book mobile app using Unity and Vuforia, projecting user coloring onto animated 3D models with Region Capture, image tracking, and ground detection.
- Implemented speech driven interactions (STT), complex animations (DoTween), and optimized async workflows using UniTask.
- Optimized data delivery and localization using JSON, Unity Addressables, and Asset Bundles, integrated real-time audio translation via Google Translate REST API.
- Architected modular systems using Zenject dependency injection for scalable and maintainable code.
- Built a real-time multiplayer Ludo game using Photon Fusion, supporting up to four players with online and offline bot AI modes, physics-based accelerometer dice throwing mechanism and integrated Facebook authentication.
- Developed AR experiences including a mid-air weather forecasting app using Vuforia and WeatherStack API, and WebAR try-on and virtual assistant prototypes using ZapWorks XR.

Cybertron Labs   Karachi, Pakistan
Senior Unity Developer (Part-time)   Aug 2023 – Oct 2024
- Led hiring, team formation, and project strategy for cross-functional game development and design teams.
- Directed development of a multiplayer FPS mobile game using Unity and Photon PUN2, implementing account systems, matchmaking, analytics, progression, multiple game modes, weapons, characters, and maps.
- Led development of multiple client games, including a 2D farm simulation with dynamic economy systems, AI driven animals, day & night cycle, weather systems, and mini games.
- Developed multiplayer and hyper-casual games using Photon Fusion, including a platformer featuring dynamic spline and Bezier based environments, procedural obstacles, and character selection.
- Planned and executed WebGL advertising experiences, building custom vehicle controllers and optimized environments using GAIA and Bezier based road systems.
- Guided development of hyper-casual Android titles featuring endless gameplay, unlockable cosmetics, in-app purchases, and Unity Ads monetization.

Digichowk Pvt. Ltd.   Karachi, Pakistan
VR & AR Designer & Developer   Feb 2019 – Oct 2021
- Led design and development of market-driven AR and VR applications focused on industrial, multiplayer, and cross-platform solutions.
- Directed development of a metaverse virtual event platform using Unity and Photon (Industries, PUN, Voice, Chat), supporting hundreds of concurrent users across Android, iOS, WebGL, Windows, macOS, and Google VR.
- Implemented authentication, event, meeting, and analytics systems using custom REST APIs, JSON data pipelines, and WebSockets for real-time WebGL communication.
- Built custom Unity .jslib plugins to enable audio/video calling and browser integration with HTML, Node.js, and Janus Server, automated deployments using Jenkins.
- Led development of predictive maintenance AR applications for mobile and HoloLens using Vuforia ground detection and speech driven commands via IBM Watson STT.
- Developed AR baggage measurement applications using Vuforia ground detection for real world scale validation on mobile platforms.

Abbtakk News.   Karachi, Pakistan
Social Media Officer (Software Department)   Jun 2017 – Nov 2018
- Led end-to-end development of AR and VR applications, focusing on user engagement and experience optimization.
- Defined and streamlined development processes across web, social media, and application teams to improve efficiency and scalability.

Education

Sir Syed University of Engineering & Technology   Karachi, Pakistan
Bachelor of Science in Software Engineering   2014-2018

Honors and Awards:
- Microsoft Imagine Cup Regional Winner
- Multiple National Project Competition Wins (SSUET, HUPEC, ZUFEST)
- Invited Speaker on AR, VR and Tech at SSUET (Multiple Sessions)

Languages: English, Urdu