

Syed M Zain Raza

Unity Engineer

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PROFILE

Computer Science savvy, having hands on experience in object oriented languages, eager to learn new things in IT Development and having innovative, interpersonal and organizing skills to do well in field of IT. One of my strengths is my capacity to approach solutions from multiple perspectives, to deliver the right solution to each client.

PROFESSIONAL EXPERIENCE

04/2025 – Present
UAE (Remote)

Dropp Group

Senior Unity Engineer

- Building immersive metaverse applications across **AR, VR, XR, Meta Quest, WebGL, Android, and iOS** platforms.
- Led end-to-end development of a **multi-scene interactive metaverse demo projects** for investors and strategic partners.
- Contributed to **multiple government-scale metaverse projects**, working across core systems, application architecture, UI development, and custom shader implementation.
- **Multiplayer & Networking:** Extensive experience with **Mirror Networking** and **Photon PUN**, including building **custom multiplayer servers**, real-time synchronization, and scalable session management for interactive experiences.
- **AR/VR & Cross-Platform Solutions:** Proficient in **AR and VR development**, including implementing **generic VR support for WebGL** to enable cross-platform access without reliance on native headset dependencies.

01/2023 – 03/2025

TNodes

Unity Engineer

- Contributed to an open-world game with feature-rich enhancements
- Made custom plugins to create game elements i.e., vehicles, NPCs, etc
- Gave technical support and made many casual game templates and shaders for team.

04/2021 – 11/2022

Game District

Game Developer

- Developing Simulation games, i.e. Racing, Fighting games
- Developed 5+ hyper-casual games (100+ levels) using custom Unity Editor tools
- Working on Prototypes KPIs to improve retention and playtime

08/2019 – 04/2021

Powersoft19

Unity XR Developer

- Worked with highly polygon 3D models and did lot of optimizations
- Made several editor utilities and made custom LODS
- 3D Simulations of mechanical and electrical devices
- AR/VR/3D Based Trainings & Product Visualizations
- Worked in different render pipelines in Unity such as URP, LWRP, HDRP.

10/2018 – 08/2019	The Gaminators Group (OZI Group) Game Developer <ul style="list-style-type: none"> • Developed AA 3D Games • Created Third person Shooter Controller for Unity3D • Created Game flow generic templates
09/2017 – 06/2018	The Game Storm Studios (Raydix - OZI Group) Game Developer <ul style="list-style-type: none"> • Worked on Action Games • Developed Simulation Games such as Robot Transforms, Fighting, Vehicles Simulations. • Worked on Animations and Avatar Masking
06/2015 – 07/2017	Tech Skippers (MindBotix) Game Developer <ul style="list-style-type: none"> • Developed Arcade and 2D games • Developed 3D Simulation Games • AI Module for racing games (bikes and cars)

EDUCATION

08/2013 – 10/2017 Lahore	Bachelor in Computer Sciences University of Management and Technology <ul style="list-style-type: none"> • Created Customer Care Application and dashboard for Masters Group of Companies, Lahore. • Chess Game in C++ and Open GL. • Mini Facebook in Ruby on Rails. • E-Voting System (JAVA)
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SKILLS

Proficiency in Unity and C#: Extensive experience with Unity3D engine and C# programming. | Strong understanding of object-oriented programming and SOLID principles.

Game Development Experience: Ability to design and implement game functionality. | Experience in optimizing game performance. | Strong problem-solving abilities | CrossPlatform /PC /Android /IOS

Game analytics and metrics: GameAnalytics, Firebase, AppMetrica, Unity Analytics, ByteBrew

Shader Development and Graphics Pipelines: Custom shaders: ShaderGraph, Amplify Shaders | RenderPipelines: URP, HDRP, LWRP | CG, HLSL

AR/VR/XR Simulations and Trainings Experience

Artificial Intelligence in Gaming

Unity Editor Scripting/Custom tools

Version Control Systems: Proficiency in GIT and SVN.

Multiplayer and Networking: Photon Pun, Mirror networking, Unity Netcode

AWARDS

01/12/2016	Employee of the year award Mindbotix
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Employee of the month several times
Mindbotix

Employee of the month
Game District

LANGUAGES

English

Urdu