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.

🧠 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

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.

💼 PROFESSIONAL EXPERIENCE

TNodes
Unity Engineer
01/2023 – present
- Contributed to an open-world game with feature-rich enhancements
- Made custom plugins to create game elements ie, vehicles, NPCs, etc
- Gave technical support and made many casual game templates and shaders for team.

Game District ⧉
Game Developer
04/2021 – 11/2022
- 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

Powersoft19
Unity XR Developer
08/2019 – 04/2021
- 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.

The Gaminators Group (OZI Group)
Game Developer
10/2018 – 08/2019
- Developed AA 3D Games

🌐 LANGUAGES

English ● ● ● ● ●

Urdu ● ● ● ● ●

🏅 AWARDS

Employee of the year award
Mindbotix
2017

Employee of the month several times
Mindbotix

Employee of the month
Game District

- Created Third person Shooter Controller for Unity3D
- Created Game flow generic templates

The Game Storm Studios (Raydiex - OZI Group)
Game Developer
09/2017 – 06/2018
- Worked on Action Games
- Developed Simulation Games such as Robot Transforms, Fighting, Vehicles Simulations.
- Worked on Animations and Avatar Masking

Tech Skippers (MindBotix)
Game Developer
06/2015 – 07/2017
- Developed Arcade and 2D games
- Developed 3D Simulation Games
- AI Module for racing games (bikes and cars)

🎓 EDUCATION

Bachelor in Computer Sciences
University of Management and Technology
08/2013 – 10/2017 | Lahore
- 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)