USAMA QURESHI

UNITY GAME, AR & VR DEVELOPER

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A seasoned professional in game and AR/VR/MR development, I bring over 7 years of invaluable experience and a diverse skill set. My track record includes collaboration with numerous multinational brands and companies, where I have successfully led teams and delivered impactful projects to the market. Currently based in Riyadh, KSA, I am open to exciting relocation opportunities that will further enhance my career.

EXPERIENCE

Lead AR Full Stack Developer (Remote) | Solution Founder Information Technologies Global | Riyadh, KSA
Oct 2021 – Present

- Super headed the designing and development of multiple innovative international market-level products leveraging the power of **Augmented Reality** and **Gamification**.
- Lead the development of a **Real-time AR Coloring Book mobile app**, focusing on **nstant projection** of kid's color from the coloring page onto the augmented 3D model using **Region Capture**. Utilized **Vuforia's Image detection** and **Ground Detection** framework for AR. Used **Speech-To-Text** services for command based actions. Harnessed the power of **DoTween** for complex animations and utilized **UniTask** Library to optimize **coroutines** and **DoTween** computations. Sorted and localized the **JSON** data with **Unity Addressables** and dynamic data using **Asset Bundles** for optimized space and performance. Translated the audio with **Google Translate RestAPI** for real-time translations. Made use of **Zenject** dependency injection for decoupling dependencies between classes, static and dynamic objects.
- Developed an interactive **Multiplayer Ludo mobile game**, with basic Ludo rules and **physics accelerometer** based dice throwing mechanism. Connected up to four different players in a seamless gameplay using **Photon Fusion multiplayer framework.** Embedded **Facebook API** for account sign in. Crafted complex **bot AI** to challenge the player in offline mode.
- Governed the development of a **real-time Weather Forecasting AR app**. Developed the experience in **Vuforia's Mid Air** framework. Leveraged **WeatherStack API** for connecting the app with weather data in real time. The user can view the current as well as the history of weather updates of more than 120+ countries.
- Formulated mechanics for a **Wearable and Cosmetics WebAR try-on prototype**. Used **Zapworks AR** framework for the developing and execution of this prototype.
- Developed an immersive **Virtual Assistant WebAR Experience** using the **Zapworks AR** Framework.

Senior Unity Developer (Part-Time) |Cybertron Labs | Karachi, PK
August 2023 – Oct 2024

- In-charge of hiring, formulating, organizing and strategizing the game development and designing team and game development projects.
- Choreographed the development and designing of one of their main **Multiplayer FPS mobile game**. **Photon Pun2** was embedded as the multiplayer framework. Structured the game features and functions ranging from **account management**, **player login system**, **match-making**, **dynamic analytical stats storing and tracking**, **leveling system**, **multiple game modes**, **multiple player models**, **multiple weapon packs** and **multiple maps**.

EDUCATION

Bachelor of Science in Software Engineering
| Sir Syed University Of Engineering & Technology
| 2014 - 2018

Intermediate in Pre - Engineering
| Government College for Men
| 2011 - 2013

Matriculation
| Emmi's Institute for Learning
| 2011

CERTIFICATIONS

Diploma in Graphics Suite
| Arena Multimedia
| 2012

SKILLS

- Unity Game Engine (Windows, Android, iOS, WebGL, AR, VR, MR, Photon Multiplayer)
- Vuforia | AR Foundation| ARCore | ARKit| Zapworks XR | EasyAR | WebAR
- Oculus Rift | Meta Quest| OpenVR | GoogleVR
- Zenject | UniTask | TTS | STT | Localization | Translation API | Social API | Unity VCS | Git | Collab | Region Capture | Asset Bundles | SO
- JSON | Node.js | Unity .jslib | WebRTC | Web sockets | Rest API | AWS | Janus Server | Jenkins
- Blender, Zrush, Substance Painter | Adobe Suite (Photoshop, Illustrator, Premiere, After Effects)
- Design Patterns (Singleton, State Machine, Object Pool, Observer, Command, Component, Flyweight)

- Governed the development of client's **2D Farm Android game**. Giving the player the ability to grow multiple crops, water them, harvest them, market for buying/selling, animals to feed, animals to rescue, animal shelter to heal, day-night cycle, different weather conditions and mini- games.
- Lead the development of a **Multiplayer Platformer Hyper-Casual Android game.** Used **Photon Fusion** for seamless multiplayer experience. Made a unique spiral environment and dynamic **spine** and **Bezier curve** system for the player to walk on to and hurdles to spawn on. Multiple different character selections with simple jump and duck controls.
- Planned and executed the development of a **WebGL Advertisement experience.** Created custom car controller for the sequence. Generated **WebGL** optimized environment using **Gaia Asset**. Used **Bezier Curve** to generate roads and waypoints.
- Guided the development of a **2D Hyper-casual Android game**. Simple flappy bird like mechanics. Multiple hurdles with a challenging endless environment. **Unlockable skins**, **In-app Purchases**, **Unity Ads.**

VR & AR Designer & Developer | Digichowk Pvt. Ltd. | Karachi, PK
Feb 2019 – Oct 2021

- Super headed the design and development of innovative, market-driven AR and VR applications, specializing in interactive, industrial-focused solutions for multiplayer and cross-platform environments.
- Lead the development of a **Meta-Verse Virtual Event Platform App.** Connected hundreds of people in the app using **Photon Pun, Photon Industries, Photon Voice and Photon Chat**. Developed mechanics for seamless cross platform experience on **Android, iOS, WebGL, Windows, MAC, Google VR platforms**. Handled the **user authentication**, **events data**, **meetings data**, **analytics data** and **JSON** data using custom **RestAPI** requests from/to the **backend**. Implemented **WebSockets** functionality for **WebGL** communications and faster data handling. Made multiple custom plugins using **Unity.jslib** to make communications with **HTML**, **Node.JS** and **Janus Server** for **audio/video calling** on **WebGL**. Used **Jenkins** to deploy builds onto the server. Handled project versioning with **GIT LFS** and **Unity Collab**.
- Governed the development of **Predictive Maintenance AR Android, iOS, Hololens app**. Utilized **Vuforia's Ground Detection** for creating the maintenance simulation experience. Handled the data using custom **JSON**. Embedded **IBM Watson** for **Speech-To-Text** commands.
- Developed an **AR Baggage Measuring Android, iOS app** using **Vuforia's Ground Detection feature**. To let the passengers determine the size of their cabin baggage before boarding.

Social Media Officer (Software Department) | Abbtakk News | Karachi, PK
Jun 2017 – Nov 2018

- Superheaded the design and development of innovative AR and VR applications, enhancing user engagement and experience.
- Established and optimized strategic procedures for web, social media, and application development, driving efficiency and effectiveness.

Database Developer (Part-Time) | QVC Software | Karachi, PK
Jun 2016 – Aug 2016

- Collaborated in a team to develop and optimize databases using SQL Server and Visual C#.
- Seamlessly integrated Visual C# layouts with database functionalities for enhanced user experience.