



SAMEER SHAHBAZ
AR | UNITY DEVELOPER

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PROFILE

Passionate game developer with **4+ years** of experience in creating engaging 2D and 3D games. Skilled in Unity and C#, I have delivered high-quality interactive experiences across mobile, AR, and kiosk platforms. My expertise also includes AR navigation solutions, guiding users seamlessly from one location to another. Additionally, I have developed interactive kiosk applications and innovative vending machine games. I bring a strong blend of creativity, technical skills, and a track record of delivering impactful projects that resonate with users.

CAREER OBJECTIVE

I aim to leverage my expertise in Unity development and AR-based solutions to create innovative and engaging interactive experiences that captivate users. I aim to contribute to a dynamic team by developing high-quality games and applications that push the boundaries of technology while ensuring exceptional user engagement and satisfaction.

EXPERIENCE

NEARMOTION, RIYADH

AR DEVELOPER	August 2022 – Present
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Core Responsibilities:

- Spearheaded the development of an innovative Augmented Reality (AR) application tailored for indoor navigation purposes.
- Led the implementation of a highly interactive AR navigation system, utilizing cutting-edge technologies such as ARKit, ARCore, Vuforia, Image Tracking, QR and BLE technology.
- Designed and developed an AR application focused on indoor navigation to enhance user experience and accessibility within large indoor spaces.
- Utilized ARKit and ARCore frameworks to create immersive augmented reality experiences compatible with both iOS and Android devices.
- Integrated Vuforia to enable markerless AR interactions, providing users with seamless interaction with physical spaces through their mobile devices.

Projects:

- [ELM Indoor Navigation](#)
- [Diriyah](#)
- [Northern Cemetery](#)

MOBASO, LAHORE

UNITY DEVELOPER

May 2021 – Feb 2022

Core Responsibilities:

- Played a pivotal role in managing Play-to-Earn (P2E) platforms such as **Skillz**, **Guilds**, and **GameTaco**, while also serving as a proficient game developer.
- Oversaw the development lifecycle of various games, from inception to deployment, and customized existing games to meet specific requirements.
- Managed and optimized P2E platforms including Skillz, GameTaco, and Guild E-Sports to ensure smooth operation and maximize player engagement and monetization.
- Developed games from scratch and tailored existing ones to align with client specifications and market demands, utilizing expertise in game design, programming, and user experience.
- Published a diverse range of games across multiple platforms including WebGL, Android and iOS expanding the reach and accessibility of the gaming portfolio.
- Specialized in creating games across various genres such as puzzle, casual, hyper-casual, shooting, hunting, and racing, catering to a wide audience.
- Supervised and mentored a team of developers throughout the game development cycle, providing guidance, feedback, and support to ensure timely delivery and adherence to quality standards.
- Demonstrated strong leadership and project management skills, effectively coordinating tasks, resolving challenges, and fostering a collaborative and creative work environment within the development team.

Projects:

- [Real Rally](#)
- [Animal Hunting](#)
- [Axe.IO](#)
- [Linn](#)
- [Jeep Parking](#)
- [Dungeon Mania](#)
- [Mad Heroes](#)
- [Unknown Fate](#)

JR UNITY DEVELOPER

Nov 2020 – May 2021

Core Responsibilities:

- Leveraged my expertise in Unity 2D and 3D game engine to develop engaging and immersive gaming experiences for Android and iOS platforms, ensuring seamless performance and compatibility across different devices.
- Integrated a variety of gaming kits including RCC, RFPS, INVECTOR, UFSP, and more, to incorporate advanced features and mechanics, enriching gameplay and enhancing player engagement.
- Developed a comprehensive Ad Monetization Package featuring multiple adnetworks, utilizing custom editor scripting to optimize ad placement and maximize revenue generation within games.
- Took the lead on major game updates, introducing new characters, cars, and difficulty levels to keep gameplay fresh and exciting, while also addressing player feedback and improving overall user experience.
- Designed and built games from the ground up, showcasing my proficiency in creating complex systems and mechanics, such as an advanced 8-Directional Character Controller, to deliver polished and immersive gaming experiences.
- Collaborated effectively with cross-functional teams to meet project targets and deadlines, contributing to game demos and subsequent development phases through active participation and constructive feedback.

Projects:

- [OffRoad Fest](#)
- [Kart Racing](#)
- [Swappy Cat](#)

EDUCATION		
DEGREE	DURATION	INSTITUTION
Bachelor of Computer Science	2015 – 2029	Lahore Garrison University
Intermediate (ICS)	2013 – 2015	Garrison College for Boys

TECHNICAL SKILLS
<ul style="list-style-type: none"> • Unity 2D / 3D • Augmented Reality • C# • Database Integration • UI/UX Design • Server Management • ARCore / ARKit • REST API • Vuforia • Niantic Lightship • Mapbox

SOFT SKILLS
<ul style="list-style-type: none"> • Problem Solving • Project Management • Team Management • Leadership • Interpersonal Communication • Adaptability

AWARDS / ACHIEVEMENTS
<ul style="list-style-type: none"> • National Engineering Robotics Contest: Secured 2nd Runner-Up position as part of a collaborative team. Designed, built, and programmed a robot to excel in competition challenges, showcasing innovation, teamwork, and technical skills. • Robotek Robotics Contest: Achieved 1st Runner-Up position through exceptional programming skills. Collaborated with a team to enhance the performance of a pre-built robot, optimizing it for competition tasks.