

	SAMEER SHAHBAZ AR VR UNITY DEVELOPER	
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PROFILE

Game Developer with 4+ years of experience in building immersive 2D and 3D games using Unity and C#. Skilled in delivering interactive experiences across mobile, AR, kiosk, and vending machine platforms, including hardware integration with Arduino. Experienced in developing AR navigation solutions that guide users seamlessly through real-world environments, as well as creating engaging kiosk applications and innovative vending machine games. Combining creativity with technical expertise, I consistently deliver impactful projects that engage and resonate with users.

CAREER OBJECTIVE

I aim to leverage my expertise in Unity, C#, and interactive technologies to design and develop innovative gaming and AR solutions that deliver engaging user experiences. I aim to contribute creativity and technical excellence to a forward-thinking organization, while continuously enhancing my skills and driving impactful projects.

EXPERIENCE

NEARMOTION, RIYADH

AR DEVELOPER

August 2022 – Present

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](#)

ARCADE STYLE GAME

Core Responsibilities:

- Developed an **interactive arcade-style game** integrated into a vending machine, allowing users to insert a coin and play.
- Implemented **Arduino-based hardware integration** for coin detection and machine control.
- Established **server connectivity** to manage game logic, track sessions, and handle machine communication.
- Designed and optimized the gameplay experience to ensure **smooth interaction between hardware and software**.
- Delivered an innovative solution that combined **gaming with real-world vending machine operations**, enhancing user engagement.

EDUCATION

DEGREE	DURATION	INSTITUTION
Bachelor of Computer Science	2015 – 2019	Lahore Garrison University
Intermediate (ICS)	2013 – 2015	Garrison College for Boys

TECHNICAL SKILLS

- Unity 2D / 3D
- C#
- Data Management
- Dynamic Data Handling
- UI/UX Design
- Server Management
- REST API
- WebSockets
- Tweening/Animation
- Arduino / KIOSK
- Augmented Reality
- ARCore / ARKit
- Vuforia
- Niantic Lightship
- Mapbox

SOFT SKILLS

- Problem Solving
- Analytical Skills
- Project Management
- Team Management
- Leadership
- Time Management
- Interpersonal Communication
- Adaptability
- Continuous Learning

AWARDS / ACHIEVEMENTS

- **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.