

Sameer Shahbaz

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PROFESSIONAL SUMMARY

Unity Developer / AR-VR Developer with 5 years of experience developing interactive 2D/3D applications, mobile games, AR/VR solutions, training simulations, and kiosk-based systems. Proficient in Unity, C#, ARKit, ARCore, OpenXR, REST APIs, WebSockets, BLE, and cross-platform deployment for Android, iOS, WebGL, and immersive platforms. Experienced in building gameplay systems, AR navigation features, VR simulation environments, real-time connected applications, and hardware-integrated digital solutions. Strong background in technical problem-solving, team coordination, and IT infrastructure support, including network configuration, IP-based systems, and device connectivity.

EXPERIENCE

AR/VR Developer

NEARMOTION, Riyadh

August 2023 — Present

- Developed AR indoor navigation applications in Unity, improving user guidance and accessibility across large-scale indoor environments.
- Designed and implemented a highly interactive AR navigation system, ensuring cross-platform compatibility across multi-platforms.
- Utilized advanced technologies including Image Tracking, QR code systems, and Bluetooth Low Energy (BLE) to enable accurate real-time positioning and seamless user guidance.
- Developed marker-based and marker-less AR experiences using Vuforia, enabling intuitive interaction between digital content and physical environments.
- Built scalable and performance-optimized AR solutions aligned with modern mobile development standards and user experience best practices.
- Spearheaded the development of immersive Virtual Reality (VR) simulation and training applications, improving learning outcomes and operational efficiency across training scenarios.
- Created interactive VR environments for simulation-based training, focusing on realism, usability, and engagement.

PROJECTS

- ELM
- Diriyah
- Northern Cemetery
- Kids Energy Learning
- Safety Training VR Simulation

Senior Unity Developer

MOBASO, Lahore

Nov 2020 — Aug 2023

- Developed and optimized 2D/3D games in Unity using C#, covering casual, hyper-casual, puzzle, shooting, hunting, racing, and simulation genres.
- Managed the complete game development lifecycle, including concept development, gameplay programming, testing, deployment, and post-launch support.
- Published games across Android, iOS, and WebGL platforms, ensuring performance, stability, and platform compliance.
- Played a key role in managing and optimizing Play-to-Earn (P2E) gaming platforms including [Skillz](#), [GameFaco](#), and [Guild E-Sports](#), driving user engagement and revenue growth.
- Led and mentored developers, reviewed implementation quality, and supported delivery timelines across active projects.
- Collaborated with cross-functional teams to resolve technical challenges and align game features with client requirements.

PROJECTS

- [Real Rally](#)
- [Offroad Fest](#)
- Animal Hunting
- [Mad Heroes](#)
- [Axe.IO](#)
- Swappy Cat
- [Linn](#)
- [Unknown Fate](#)

IT Engineer

Vital International, Lahore

November 2019 — Oct 2020

- Delivered network configuration and technical support for multiple vendors, including VM setup, IP pooling, LAN/WAN support, and connectivity troubleshooting.
- Configured network-based systems including printers, IP devices, surveillance equipment, attendance machines, and infrastructure-dependent hardware.
- Supported network infrastructure deployment for Gold Crest Mall, including IP camera configuration and device-level connectivity setup.
- Configured IP-based CCTV systems using static IP addressing, structured IP pools, and centralized surveillance access.
- Collaborated with the PTCL security systems team to support province-wide surveillance infrastructure deployment using static IP addressing and structured IP pool management.
- Assisted in creating and managing IP pools for PTCL security camera networks, enabling centralized monitoring of multiple locations from a single control point.
- Installed and configured 3CX IP-based phone systems, including network connectivity setup, device configuration, and basic troubleshooting.

EDUCATION

Bachelor of Computer Science

Lahore Garrison University - Pakistan

• 2015 - 2019

SKILLS

Game Development: Unity 2D/3D, C#, Gameplay Systems, UI Systems

AR/VR Development: ARKit, ARCore, OpenXR

Application Networking & Backend: REST APIs, WebSockets, Server-Side Integration

Data Handling: Data Management, Real-Time Data Processing, JSON Parsing, Data Synchronization

IT Infrastructure: Network Configuration, IP Addressing, IP Pool Management, LAN/WAN Support, Network Troubleshooting

Systems & Device Configuration: VM Configuration, IP Camera Configuration, CCTV Network Setup, Attendance Machine Configuration

VoIP & Communication Systems: 3CX Phone System Configuration

Maps & Location Services: ArcGIS, Mapbox, Google Maps

Hardware Integration: Arduino, Kiosk, BLE, UWB

Version Control: Git, Github / GitLab

Project Tools: Jira, Trello, Planner

Competencies: Problem Solving, Project Management, Communication, Adaptability, Team Leadership

CERTIFICATES

Certified Ethical Hacker

EC-Council

• 05/2025

Unity Game Developer

Udemy

• 03/2021

HONORS AND AWARDS

2nd Runner Up in Indigenous Competition

CEME NUST - Pakistan

• July 2019

PUBLICATIONS

Automated Detection and Classification of Plasmodium Parasites in Blood Smears Using the RFCN Deep Learning Model

Authors: Umer Ahmad, Umair Bin Ahmad, Gul Zaman Khan, Sameer Shahbaz, Inam Ullah

Publisher: IEEE Year: 2025