Hashir Kamal
Game Developer | AR/VR Specialist

SKILLS

Skills Game Development | Game Design | Game Programming | Level Design | App Development | Augmented Reality | Virtual Reality | C# | Javascript | HTML | CSS | ThreeJS

Tools Unity | Unreal Engine | Vuforia | Maxst | ARKit | ARCore | AR Foundation

EXPERIENCE

Evolve Innovative Solutions   December 2019 - Present
Senior Game Developer / Head of Department   *Singapore*

· Represented the company during an international work trip to Singapore, where I actively participated in intensive workshops hosted by Unity and Epic Games, industry leaders in game design and development.

· Demonstrated leadership and expertise by delivering cutting-edge AR/VR experiences crafted by our Evolve team to an audience of more than 100 students and professors at Singapore Institute of Technology (SIT). This effort not only garnered positive feedback but also ignited active engagement among attendees, fostering meaningful connections with prospective partners and clients.

· Collaborated with a team of five individuals, including developers and designers, while effectively communicating progress, issues, and ideas with both the team and project manager to ensure timely deliveries.

· Conducted extensive research and evaluated the portability of various game mechanics from different genres, producing over 50+ playable XR prototypes, including games, educational content, and simulations.

· Attracted crowds of over 1,500 attendees in just 3 days by curating and developing multiple Virtual Reality experiences for mall and university activities in Pakistan and Dubai.

· Spearheaded a team of designers and developers to create a fully immersive tower defense game in VR. My contributions encompassed various areas, including gameplay programming, level design, game mechanics, AI, environment lighting and launching the game on steam.

· Led the team to develop "The Legend of Maula Jatt" a VR gaming experience that is based on a movie with the same title. In this project, I played a crucial role in various aspects, including gameplay programming, AI, level design, audio mixing, environment lighting, and optimization. Also, collaborated with the movie director to evaluate and improve the users experience. Additionally, I implemented a pipeline for capturing and recording animations, applying it specifically to the actors' photogrammetry models.

Cresset Technologies   May 2018 - December 2019
Game Developer   *Lahore, PK*

· Developed a VR app for an e-commerce store in Pakistan, enabling users to access a virtual store, log in, and place orders seamlessly.

· Engineered an augmented reality app for Android and iOS users, empowering them to visualize and purchase 3D outfits within their surroundings, resulting in an enhanced shopping experience.

Ping Technologies   March 2018 - May 2018
Junior Developer   *Lahore, PK*

· Designed and developed a captivating 2D hyper-casual game using Unity 3D, steering the project through all stages from conception to developed.

· Scripted engaging gameplay mechanics, implemented dynamic animations, and optimized performance to deliver a seamless and addictive gaming experience.

EDUCATION

Bachelor of Science - Computer Science   Sep 2013 - Jan 2018
University of Management and Technology   *Lahore, PK*