HALLAR AZAD
GAMEPLAY PROGRAMMER

Energetic XR programmer with 3+ years experience developing AR, VR and non-VR games & apps using Unreal Engine and Unity. Worked on a high quality original VR FPS title for PC VR and an original AR game for Android. Extensive experience with mobile, standalone and high end VR. Always willing to explore new possibilities with XR.

CONTACT ME
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PORTFOLIO
www.hallarazad.com
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ADDRESS
Defence Phase 1,
Karachi, Pakistan

WORK EXPERIENCE

APR 2019 – PRESENT

PROGRAMMER VR/AR - RBM REALITY TECH

- Developing commercial VR/AR products for the company
- Taking part in discussions to innovate and create strategies
- Leading the programming team

OCT 2017 – APR 2019

VR/AR GAMEPLAY PROGRAMMER – REMATCH STUDIOS

- Worked on a large scale VR FPS adventure game targetted at high end VR
- Developed hand interaction mechanics, point based teleportation system, custom NPC locomotion system and gameplay scripts
- Improved development pipeline by creating a plugin for UE4 using C++ to auto create dialogue notifiers on animations
- Worked on an original AR game from planning to completion using Unity and ARCore

APR 2017 – OCT 2017

GAMEPLAY PROGRAMMER – NARSUN

- Worked on several commercial game projects using Unreal Engine
- Completed almost every project before deadline by putting extra efforts and especially by learning new ways and techniques in my free time. Result: Clients were happy. The games department started getting more and exciting projects and our team grew up

KEY SKILLS

ENGINES	IDEs	Github
Unreal Engine 4	Visual Studio	Bitbucket
Unity	MonoDevelop	Unity Collaborate
LANGUAGES	Eclipse	OTHER
C#	SOFTWARES	ARCore
Java	Photoshop	AFrame WebVR
JavaScript	Maya	VuForia
C++	Blender	JavaEE, JSON, XML
PHP	SOURCE CONTROL	Communication
SQL	Perforce	Leadership

EDUCATION

2013 - 2016

B.S SOFTWARE ENGINEERING

University of Sindh | Jamshoro

Learned about programming, software development lifecycle, requirement engineering, testing & software economics.

2011 - 2012

DIPLOMA IN INFORMATION TECHNOLOGY

DotCom Institute of IT | Mehar

Introduction to computers, basic programming, C, C++, visual basic and a final mini project using C++

PROJECTS

AREA OF DARKNESS VR

Unreal Engine | Blueprints | C++ | Rift | Vive | WMR | Steam

Narrative FPS VR adventure game with full body IK and mechanics like physical bag inventory, interactive QTEs, choices that shape story etc

WHACKIMALS AR

Unity | C# | ARCore | Unity Collaborate | Shader Programming | Playstore

Fun and interactive AR game developed specifically for AR with unique characters that have different behaviors. Works on ARCore supported devices

MDA CPR TRAINING IN VR

Unreal Engine | Blueprints | Oculus Quest | Oculus Rift S

VR medical training application created for an NGO to train their volunteers for different emergency sitatutions. Works on both Oculus Rift S and Quest

LANGUAGES

English *fluent*   **Urdu** *fluent*   **Sindhi** *native*

INTERESTS

MUSIC   VR GAMING   MOVIES   READING   XR NEWS