

Syed Suhail

Software Engineer

✉ iamsyedsuhail@gmail.com

+46-766187128

Gothenburg, Sweden

Professional Summary

Experienced software developer proficient in C# and C++, specializing in cross-platform application development for Android, iOS, Web, and Windows platforms. Successfully delivered high-quality software solutions using advanced development tools and frameworks.

Skills

- C#
- C++
- Unity
- Unreal Engine
- Godot Engine
- GD Script
- Lua
- Python
- PhysX Library
- Animations, UI, Physics
- Multiplayer Networking
- UNET/ MIRROR
- VR
- Agile Methodologies
- iGaming and Casino
- Git for Version Control
- UniRX
- Strange IOC
- AR Foundation
- Cocos2D with C++
- Java
- Jira/Rally/Confluence
- Firebase/Playfab
- Android App Development
- Kotlin
- HTML/CSS

Experience

Software Developer FTC (July 2024 - Present), Sweden - Tata Technologies Nordic

- Assignment with **Zeekr Design Europe**
- Maintained in-house framework built in Unity that communicates VHALL Interface.
- Reworked compute shaders to support different graphic apis.
- Created a VR environment of the car to verify design and lighting changes.
- Utilized MediaPipe and OpenCV body pose classification to make the games.
- Designed and developed games that would be simple, interactive and fun to play.
- Create and maintain a Light visualization tool.
- Create tools to process audio data and utilize them with other tools.

Skills Applied: C#, C++, Game Design, Unity, OpenCV, MediaPipe, React JS, Python, Unreal Engine

Game Developer/Consultant (Jan 2024 - July 2024) - Freelance, Sweden

- Communicate, interact with clients to gather requirements and projects.
- Creating estimations, breakdown tasks, design documents for the projects.
- Integrate, develop and deliver their requested projects on time.
- Worked on creating a party game with Unity, created a custom network manager with websocket to interact with backend for network calls.
- Worked on creating an RPG game which utilizes custom AI api for Quest and NPC interactions, this was an example game for API that client provides.
- Utilized Open AI, Whisper & 11Labs for NPC interaction and ported the same game to Apple Vision Pro, with XR hand gesture support.
- Create games using the new Highrise Studio package for Unity with Lua.

Skills Applied: Unity, C#, Unity XR, PC Game Development, Game Design

Senior Software Engineer (Apr 2023 - Jan 2024) - 1518 Studios - PTW, Bangalore

- Built and maintained a Custom Godot 4 Engine.
- Wrote custom modules for Godot 4 Engine with C++ to integrate custom nodes and communicated with business logic and backend.
- Integrated third party C++ libraries as custom modules for the Custom Godot Engine.
- Replaced Godot physics and integrated PhysX 5.1 to the engine and created physics nodes using PhysX physics objects.
- Developed a casual multiplayer shooter, using Custom Godot 4 Engine with C++ and Rust for Backend.
- Worked on updating existing Unreal Engine 4 project to Unreal Engine 5, updating its game models, animations, input system and user interface.

Skills Applied: C++, Godot, Godot Modules, Unreal Engine 5, Rust, PC Game Development

Senior Software Engineer (May 2021 - Mar 2023) - Byjus, Bangalore

- Worked on making tablet focused game applications to be compatible with mobile platforms, while taking care of memory usage and preserving other accessibilities.
- Updated the vanilla codebase with a shared library to maintain a common codebase for all platforms and different regions.
- Optimized game content to keep app size within the Playstore size limit.
- Debugged, Analyzed and Solved memory consumption issues on multiple low end devices.
- Developed new features and maintained different releases for different regions and platforms.
- Collaborated with different teams to keep the submodules updated and working.

- Created native plugins and editor tools to ease the development process.
- Worked on an Experimental VR project with Unreal Engine 4.
- Worked with OpenCV and Unity to make games interactive.

Skills Applied: Unity, C#, C++, Java, ObjC, UE4, Unity Editor Tools, Open CV, Mobile Game Development

Software Engineer (Sep 2017 - May 2021) - Light and Wonder, Bangalore

- Developed casino slot games for mobile and web platforms that are being played by millions of users.
- Delivered multiple big titles as a solo developer, while also refining the existing foundation to support newer systems.
- Created a generic branch for the team to ease the implementation of reusable features and functionalities.
- Created editor tools for quick debugging for developers and bug reporting for QA.
- Worked on creating command line build systems for unity, using Unity BuildPipeline.
- Worked on reworking content delivery systems and asset build processes.
- Worked on porting Unity made games to Flash using Action Script 3.

Skills Applied: Unity, C#, C++, AS3, Mobile and Web Game Development, AWS

Senior Software Engineer (Jul 2016 - Sep 2017) - Narola Infotech Pvt Ltd, Bangalore

- Mentored junior developers, reviewed their code and guided them through projects.
- Released a Multiplayer game for Mobile and Web Platform using UNET and PlayFab service.
- Created a research application which gamifies how the human body cells behave.

Skills Applied: Unity, C#, UNET Multiplayer, Mobile and Web Game Development, Playfab

Game Developer (Dec 2015 - Jul 2016) - Ajax Media Tech, Chennai

- Developed a multiplayer game, which was a local success and was featured in a local magazine.
- Implemented UI, Gameplay and animations for multiple projects.
- Released multiple projects for Android and iOS.
- Worked with Samsung VR and Google Cardboard VR.

Skills Applied: Unity, C#, UNET Multiplayer, VR, Mobile and Web Game Development

Junior Unity Developer (Oct 2014 - Dec 2015) - Panamon Technologies, Chennai

- Self taught how to develop a game and release it.
- Multiplayer game demo was showcased in Casual Connect Serbia.
- Released multiple projects for Android and iOS as a solo developer.

Skills Applied: Unity, C#, UNET Multiplayer, Mobile Game Development

Independent Work

- Currently working on a turn based puzzle platformer for PC where players can create their own Map and Scenarios for others to play. [Link](#)
- Deku Engine 2D game development engine built with C++ and SDL. [Link](#)
- An anime styled Bullet Hell game for Mobile and Windows platform. [Link](#)
- A physics based puzzle game for Mobile and Windows platform. [Link](#)
- A match 3 puzzle with pattern for mobile platform. [Link](#)
- Working on ARPG like short survival game with Unreal Engine 5 and C+. [Demo](#)
- Created a nap timer android app using Kotlin. [Link](#)

Skills Applied: Unity, C#, C++, Unreal Engine 5, Playfab, Firebase, Kotlin, HTML, CSS

Education

Bachelor Of Engineering - Computer Science And Engineering (Apr 2013)

Sree Sashta Institute of Engineering and Technology, Under Anna University, Chennai

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