

Contact

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Skills

- Unity Engine (2D & 3D)
- Cross-Platform Development
- Multiplayer Networking
- Project Management
- Gameplay mechanics & AI
- Firebase (Firestore, Realtime Database, Authentication, Cloud Messaging, Analytics)
- Performance optimization (Memory management, Object pooling, Profiling)
- Unity XR Toolkit, OpenXR, AR Foundation
- Physics systems (Rigidbody, Colliders, Raycasting)
- Pipeline & Tools
- Addressables & Asset Bundles
- Git, Plastic SCM
- REST APIs & WebSockets
- MetaMask & Wallet Integration
- Smart contract interactions (Ethereum)
- Google Play & App Store deployment

Awards

- 3rd position in Matriculation
- 8th position in Intermediate
- Multiple times best employee

Portfolio

<https://umair.ninetailsstudios.com>

Umair Khalid

MetaVerse | Games | Web 3.0 | NFT |
AR | VR | Unity | Unreal

Profile

Experienced Unity Developer with 10+ years in Mobile, AAA and Web3 game development, specializing in game design, blockchain integration, and performance optimization. Proficient in Unity engine, AI, physics, multiplayer networking, and VR/AR development. Skilled in leading development teams, streamlining workflows, and optimizing game. Strong understanding of game development pipelines, from initial concept to final deployment. Proven ability to create high-quality, cross-platform games for PC, consoles, and mobile, with expertise in next-generation gaming, NFTs, and decentralized economies

Work Experience

● Mar 2022- Present

Big Immersive (**Virtua**)

Head Of Unity Development

- Led development on AAA, mobile, and Web3 games, delivering scalable, high-performance experiences.
- Led a cross-functional development team, coordinating tasks, timelines, and resources to ensure projects were delivered on time.
- Implemented Firebase Realtime Database and Firestore for cloud-based data storage, user progress tracking, and leaderboard systems.
- Built real-time multiplayer experiences using Photon, Fusion 1 & Fusion 2, designed matchmaking, lobbies, sessions, chat system and friends system
- Implemented user authentication using Firebase, OAuth, JWT and third-party login providers
- Helped to debug and resolve issues reported by testers or users, maintaining a focus on improving overall gameplay quality and fixing technical issues.

<https://virtua.com/>

<https://cardano.virtua.com>

<https://virtua.com/experience>

<https://virtua.com/games>

Projects

Maians Builder SDK

- Led the development of a cross-platform SDK & Creator tool integrating Firebase Database for real-time data storage, authentication, overseeing game architecture, feature implementation, and team coordination to ensure timely delivery.
- Supervised a team of developers and artists, providing guidance on coding standards, best practices, and performance optimization.
- Optimized GLB file streaming and asset management, ensuring smooth performance even on low-end devices.
- It is currently in development phase on WebGL, will be used on all platforms including Android, IOS, Windows/Mac and WebGL.

<https://maians.io/>

<https://maians.io/studio/v1.0/index.html>

Jetpack HyperLeague

- Led the complete development lifecycle from concept to deployment, managing all aspects of game architecture, design, programming, and optimization.
- Successfully launched the game on WebGL, Play Store And App Store

<https://play.virtua.com/jetpack>

Virtua Hub

A central Hub showcasing recommendations, marketplaces, game and experience lounges, asset exchanges, navigation and interaction portals. Located on Cardano Island, shared by all islands of Virtua Prime in the 9th dimension of reality.

Cardano Land – Virtua Prime

The first crypto island on Virtua Prime, and the Cardano community's true home in the metaverse. You can buy your own land; build your own buildings, structures, and cities, undiscovered areas, all waiting for you to explore and live there forever!

<https://virtua.com/experience>

Gamers Lounge

Virtua Gamers Lounge offers a unique platform where you can connect with friends, showcase your achievements, and engage in thrilling multiplayer experiences. By Signing up with virtua, you will automatically gains access to the Gamers Lounge, your own personal 3D gateway to the gaming metaverse

<https://dashboard.virtua.com/>

Mar 2017 – Present

NineTails Studios

COO – Head Of Development

NTS focuses efforts on making quality games that can entertain all age groups. We are a team of experienced developers, 3D artists and modular striving to become a leading force in the gaming industry, working for different clients and publishers.

- Assisted in project management tasks, including defining project scopes, setting milestones, and overseeing resource allocation, ensuring timely project delivery and efficient workflow.
- Provided guidance to junior developers, encouraging collaboration and making sure the team followed consistent and efficient coding practices.
- Played an integral role in the conceptualization and design of various Android games on the Google Play Store and Amazon Appstore, including designing game mechanics, developing storylines, and creating character development.

Projects

<https://play.google.com/store/apps/dev?id=5932596189313949745>

https://www.amazon.com/s?i=mobile-apps&rh=p_4%3AAction+Trend+Games&search-type=ss

<https://play.google.com/store/apps/details?id=com.mobilegameslab.superfast.car.drift.racing>

<https://play.google.com/store/apps/details?id=com.freetrendgames.luxury.limo.simulator2018.free.drive3d.goo>

https://play.google.com/store/apps/details?id=com.free_action_simulation.trendgames.playercarbattleground.freefire

https://play.google.com/store/apps/details?id=com.free_action_simulation.trendgames.playercarbattleground.freefire

https://play.google.com/store/apps/details?id=com.trendfreegames.gasstation_carservice_citydrive_freeapp

https://www.amazon.com/Call-Army-Sniper-Duty-Frontline/dp/B07C5Y94PM/ref=sr_1_1?dchild=1&keywords=call+of+sniper+duty&qid=1611561301&sr=8-1

Nov 2015 – Nov 2016

Galassia Studios

Game Producer – Team Lead

Galassia Studios is a UK-based game development company operating globally and a child company of Sunstar Technologies. Focusing on quality games

- Developed Unity-based games and applications for various platforms, adhering to industry best practices.
- Kept up-to-date with industry trends and emerging technologies, incorporating relevant tools and techniques into development processes.
- Contributed to optimization efforts, improving game performance on a range of devices.

Nov 2014 – Nov 2015

Sunstar Technologies LLC

Senior Unity Developer – Team Lead

Sunstar Technology Group LLC began as software development and consulting firm, specializing in systems for financial institutions and games development.

- Collaborated with cross-disciplinary teams to design and implement engaging gameplay mechanics.
- Conducted regular testing and debugging, addressing bugs and issues to maintain product quality.

June 2011 – Feb 2014

GameView Studios

Senior Software Engineer

GameView Studios is a leading publisher of free-to-play games for iOS, Android and other mobile platforms. Founded in 2010, GameView is committed to building high-quality games that are social, engaging and fun for audiences of all ages.

- Worked with the production manager on key production lines. Conducted a time management study and submitted proposals to senior management