

# Zohair Mirza

Senior Unity Developer | Games & XR

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## SUMMARY

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Unity and C# developer with 8+ years building games and extended reality software across Meta Quest, Microsoft HoloLens, and mobile. I work across the full stack — multiplayer, immersive sensor integration, real-time 3D rendering, and the editor tooling that keeps a studio productive. Across roles in Germany and Pakistan, I have led teams of up to 6, and I continue to ship my own titles on Steam and the Play Store. I do my best work when the problem is technically hard, and the deadline is real.

## SKILLS & OTHER

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**Programming Languages, Game Engines & Tools:** C#, Unity3D, Flutter/Dart, Blender, Photoshop

**Multiplayer:** Photon Fusion, Photon Bolt, PUN2, Mirror, Unet

**XR Frameworks:** OpenXR, MetaVR, AR Foundation, MRTK, Vuforia, Oculus SDK, Metaio, Dive

**XR Platforms:** Mixed Reality, Extended Reality, Virtual Reality, Augmented Reality

**Platforms:** Android, iOS, Windows, WebGL, Steam, Meta VR, Play Store, App Store

**Hardware & Sensors:** Oculus Quest 2/3, Microsoft HoloLens, HTC Vive, OptiTrack, CyberGlove, Kinect, Leap Motion

**Project Management:** Agile Scrum / Kanban, Jira, Figma, Full Production Lifecycle, Resource Planning, Hiring & Interviewing

**Architecture & Design Patterns:** MVC, Strategy, Factory, Observer, State, Singleton, Service Locator, Object Pooling, SOLID

**Render Pipelines:** Built-In, URP

**DevOps:** CI/CD, GitHub Actions, Git Submodules, Build Automation Pipeline

**Languages:** Urdu/Hindi (C1), English (C1), German (A2-Actively Improving)

## WORK EXPERIENCE

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### Senior XR Technical Consultant

June 2023 – Present

BearingPoint, Hamburg, Germany

- Shipped 7 VR training modules, including multiplayer features.
- Architected a project wizard that reduced setup time from days to hours by automating project creation, localization tables, and Git repo setup.
- Created editor tools that lowered team mistakes by 80% when creating VR workflow objects by automating placement and naming conventions.
- Building a CI/CD pipeline to automate VR builds and client delivery, eliminating manual bottlenecks for the team.

### Senior Unity Developer

May 2022 – May 2023

Freeletics, Munich, Germany

- Led Unity development on the Satedium launch in a team of 10, delivering 2 games.
- Increased game designers' efficiency by half through editor scripts and scriptable objects.
- Improved the overall performance of two games by 70% by reducing draw calls and memory footprint.
- Converted and refactored Software Architecture from observer pattern into notification pattern.

### Mixed Reality Unity 3D Developer and Flutter Developer

November 2020 – March 2022

RadiusMedia, Bremen, Germany

- Launched multiplayer mixed reality B2B applications across mobile, web, and Microsoft HoloLens for cross-platform product visualization.

- Architected hybrid application (Flutter + Unity AR) with 10k+ downloads using MVC architecture.
- Minimized loading time for mobile web and MR apps by 80% through addressables, converting to Three.js, and asset optimization.
- Created a Blender workflow that simplified 20M+ poly industrial models to 20K in a few hours, cutting processing time from a few weeks to just a few hours through automation and optimization pipelines.

### Unity 3D Game Developer and Flutter Developer

September 2017 – August 2019

Technado, Karachi, Pakistan

- Led a 2-person Unity and Flutter development team to deliver 2 mobile games, 5 other apps, and AR solutions across Android & iOS.
- Mentored and trained 2 junior developers in Unity & Flutter and 1 designer.

### Unity 3D Developer (Internship)

July 2014 – September 2015

QBX.net, Switzerland

- Developed 3 standalone games and conducted R&D on interactive technologies like Leap Motion, Google Cardboard, Vuforia, and Metaio to validate new gameplay and AR concepts.

## RECENT PERSONAL PROJECTS

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### CHESS RUN: Team Lead Technical & ART Director

December 2025 - Present

Indie, Self-Published

- Drove market research, game design, and ad campaigns, achieving 3K+ installs and a peak of 926 daily active users within the first month, with Steam wishlists from 30+ countries.
- Led core development and design, mentored a 5-person team (3 developers, 2 designers), managing full project delivery and optimizing for cross-platform and low-end mobile devices.
- Managed end-to-end production using Jira and Agile sprints, including planning, task allocation, and delivery tracking.
- Published game on Play Store, Steam, and WebGL, ensuring stable multi-platform releases.

### SNATCH: Team Lead Technical & ART Director

June 2023 – November 2025

Indie, Self-Published

- Explored multiplayer architectures, including server authority and server reconciliation to improve gameplay stability and responsiveness.
- Released game on Steam and Steam Deck, with 220 wishlists, optimized performance, and platform-specific adjustments.
- Led and mentored a 6-person team (4 developers, 1 designer, 1 sound designer) to deliver cross-platform game projects.
- Managed end-to-end project delivery, including Agile planning and Steam store page setup and release pipeline coordination.

## ACHIEVEMENTS

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- **First Prize**, Mixed Reality App Contest at Toyota Motors & IBA University Karachi
- **Third Prize**, Global Innovation through Science and Technology (GIST) at Stanford University Augmented Reality game for disabled children.

## EDUCATION

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University of Bremen, Bremen, Germany

October 2019 – May 2022

M.Sc.- Digital Media Informatics

National University of Computer & Emerging Sciences, Karachi, Pakistan

August 2011– June 2017

BSCS.- Computer Science