

# HALLAR AZAD

## GAMEPLAY PROGRAMMER

VR/AR programmer with 4+ years of experience developing XR and non-XR content using Unreal Engine. Developed & launched my own game for Oculus Quest, created 20+ VR projects for different clients including health, training, education, games & entertainment. Highly passionate about the technology and always willing to explore



### CONTACT ME

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### PORTFOLIO

www.hallarazad.com



### ADDRESS

Hyderabad, Pakistan

## WORK EXPERIENCE

JAN 2020 – PRESENT

### FREELANCER / INDIE GAME DEVELOPER

- Developed and launched my own game for Oculus Quest
- Got invitation from Oculus to be a part of their Oculus Start Growth Track program
- Completed 25+ VR/AR projects for my clients
- Gained excellent communication skills

APR 2019 – JAN 2020

### 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

## KEY SKILLS

### ENGINES

Unreal Engine 4

Unity

### LANGUAGES

C#

Java

JavaScript

C++

PHP

SQL

### IDEs

Visual Studio

MonoDevelop

Eclipse

### SOFTWARES

Photoshop

Maya

Blender

### SOURCE CONTROL

Perforce

Github

Bitbucket

Unity Collaborate

### OTHER

ARCore

AFrame WebVR

Vuforia

JavaEE, JSON, XML

Communication

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

### THE FINAL OVERS (VR CRICKET)

Unreal Engine | Blueprints | Oculus Quest | Rift | App Lab | Oculus Start

Developed purely using UE4 Blueprints, TFO is the most popular VR Cricket game for the Oculus Quest platform. It has an average rating of 4.6 on App Lab

### 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

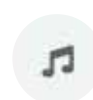
Fun and interactive AR game developed specifically for AR with unique characters that have different behaviors. Works on ARCore supported devices

### 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 situations. Works on both Oculus Rift S and Quest

## INTERESTS



MUSIC



VR GAMING



MOVIES



READING



XR NEWS