

Fareed Tahir

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Professional Summary

Senior Unity Developer with 5+ years of experience designing and developing AR/VR applications for mobile and enterprise clients worldwide. Skilled in Unity3D, ARKit, ARCore, and Firebase, with expertise in building location-based, markerless, and interactive augmented reality experiences. Proven track record of delivering 25+ high-quality applications, including large-scale government and international projects. Adept at leading teams, optimizing user experiences, and integrating cutting-edge technologies for innovative solutions.

Technical Skills

Programming & Scripting: C#, Java, Swift, JavaScript

AR/VR Platforms: Unity3D, ARKit, ARCore, Vuforia

Mapping & Location Services: Mapbox, Customized 3D Maps, Location-based AR

Backend & APIs: AWS, Firebase (Auth, Storage, Realtime DB, Push Notifications), REST API Integration

Features Developed: Authentication, Profile Management, Avatar Creation/Customization, Leaderboards, Messaging Systems, Wallet Connect, Steps Calculation

Tools & Workflow: Git, Agile/Scrum

Notable Projects

Pilgrim 3D (Hajj Umrah Simulator App) — Saudi Government Project

- Led backend architecture and implemented authentication, profile management, and avatar customization for an immersive religious guidance app.
- Delivered a smooth, tested user experience using Unity3D and AWS integrations.
- Collaborated closely with web team for API integrations.

Spot Me Find Friends

- Developed an AR-based location-sharing app to help users locate friends in crowded places.
- Implemented AR visibility features, location drop, and backend integrations with AWS and Firebase.
- Managed full lifecycle development independently.

DexiHunter

- Built an NFT-based AR game inspired by Pokémon GO, enabling coin collection, AR interactions, and social features.
- Enhanced UI for user retention and integrated chat, leaderboards, and wallet features.
- Managed backend integrations for authentication and profile management.

Wadzzo

- Added new AR coin collection and brand engagement features for a marketing gamification app.
- Implemented image display in AR and geofenced content access.
- Applied radius restrictions for map-based coin visibility.

DrawArt

- Created a cross-platform creative app for kids and beginners with smooth brush tools, Vuforia image targets, and responsive UI.
- Designed intuitive UI to encourage creativity.
- Optimized performance for multiple devices.

Professional Experience

EuphoriaXR — Senior Unity/AR Developer | Jan 2019 – Mar 2025

- Hajj Umrah Simulator App
 - - Led backend architecture and app flow implementation.
 - - Implemented authentication, user data storage, profile management, and avatar creation.
 - - Managed UI functionality and API integration with web team.
- Spot Me Find Friends
 - - Developed location-based AR friend-finding features.
 - - Handled full app lifecycle from requirements to delivery.
 - - Integrated authentication, profile management, and data handling via APIs.
- DexiHunter
 - - Developed NFT-based AR coin collection gameplay with social features.
 - - Implemented leaderboards, messaging, and map-based features.

- - Revamped UI and added AR mini-games for user retention.
- Wadzzo
 - - Implemented AR coin collection from geofenced brand locations.
 - - Developed AR brand image display feature.
 - - Added radius restrictions and map-based visibility rules.
- Maricopa (Cougy Campus)
 - - Built student navigation app with AR and custom map integration.
 - - Developed surveys, issue reporting, and AR history character features.
 - - Integrated full backend connectivity with APIs.
- Actions
 - - Developed AR bounty collection and map features.
 - - Integrated backend authentication, profile management, and data APIs.
 - - Enhanced map visibility and user engagement features.
- SocialEyez
 - - Created AR-based social link sharing on location pins.
 - - Implemented friend lists, AR pin visibility, and map features.
 - - Handled backend integrations for user data and authentication.

Education

Bachelor of Science in Computer Science (BSCS)
Lahore Garrison University, Lahore — Sep 2023
Gold Medalist

Achievements

Hackathon Runner-Up