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## CURRICULUM VITAE

NAME	Mobeen Dar
SUMMARY	An energetic and ambitious person seeking a varied role that will allow me to expand my knowledge and provide opportunities for personal and professional growth. I have developed a mature and responsible approach to any situation that I am presented with.
PROFESSIONAL EXPERIENCE	
AUG 2022 - PRESENT	<b>INVOGAMES (SR GAME ENGINEER   TEAM LEAD)</b>  <b>PROJECTS</b> <ul style="list-style-type: none"><li>• <a href="#">MusiqAI</a><ul style="list-style-type: none"><li>○ A VR music App for learning multiple instruments like Piano, Drums, OUD and Guitar with being developed in Apple vision pro.</li><li>○ Perfect app for learning, practicing different music lessons to perfect your skills in learning these instruments.</li></ul></li><li>• <a href="#">Cheeer Fanzone</a><ul style="list-style-type: none"><li>○ A metaverse for sports fans like football, cricket, handball and many other games.</li><li>○ Fans from around the world can join fanzone sessions and participate in different activities to score points for themselves and their fanzones.</li></ul></li><li>• <a href="#">APT Music App</a><ul style="list-style-type: none"><li>○ App for kids to where they have a learning journey of tasks and quizzes to help them learn piano notes and sounds.</li><li>○ App for mobile devices with MIDI connection with physical Piano keyboard.</li></ul></li><li>• <a href="#">AirHiveXR</a><ul style="list-style-type: none"><li>○ Full immersive Apple Vision Pro multiplayer experience with server based connection and real time streaming.</li><li>○ Control the simulation based drones from inside the XR headset.</li></ul></li><li>• <a href="#">Big Stakes 5</a><ul style="list-style-type: none"><li>○ Multiplayer Supercharged dominos game up to 4 players at a time with AI bots as well.</li></ul></li><li>• <a href="#">DeltaScan 3d Experts</a><ul style="list-style-type: none"><li>○ A research based project for loading and optimizing high poly photogrammetric 3D meshes.</li><li>○ This project included 3D mesh compression with pyMeshlab, Blender python API and Nexus 3D Library.</li></ul></li></ul>

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<p><b>DEC 2019 – JULY 2022</b></p>	<p><b>FUNAVRY TECHNOLOGIES (SR SOFTWARE ENGINEER)</b></p> <p><b>PROJECTS</b></p> <ul style="list-style-type: none"> <li>• <a href="#"><u>SMART-LE Nurse Training (VR)</u></a> <ul style="list-style-type: none"> <li>○ This project is about training the nurses on how to operate different medical procedures on patients.</li> </ul> </li> <li>• <b>World Park Skateboard Game (AR)</b> <ul style="list-style-type: none"> <li>○ This project was about making a skateboard game in AR which can be played all around the world.</li> </ul> </li> <li>• <a href="#"><u>Sterile Training Simulation (VR)</u></a> <ul style="list-style-type: none"> <li>○ Bug fixes.</li> <li>○ Added new features and interactions in the simulation.</li> </ul> </li> <li>• <a href="#"><u>Dental Simulation (VR)</u></a> <ul style="list-style-type: none"> <li>○ A complete surgery simulation very step by step procedures.</li> <li>○ Including teeth extraction simulation and surgery patching.</li> </ul> </li> <li>• <a href="#"><u>StyleBytes</u></a> <ul style="list-style-type: none"> <li>○ Virtual Dressing and Shopping using ThreeJS/WebGL.</li> <li>○ Designed and rigged 3d Avatars in a blender.</li> <li>○ Automated a 3D pipeline in blender generated 3D avatars based on the user's BMI.</li> </ul> </li> </ul>
<p><b>JUNE 2019 – NOV 2019</b></p>	<p><b>RAPIDEV GAMES (UNITY GAME DEVELOPER)</b></p> <p><b>PROJECTS</b></p> <ul style="list-style-type: none"> <li>• <a href="#"><u>Super Sheridan Bros</u></a> <ul style="list-style-type: none"> <li>○ This project was a top down survival shooting game. This game can be played by up to 4 players splitting 4 windows on screen.</li> </ul> </li> <li>• <a href="#"><u>Captain Jay</u></a> <ul style="list-style-type: none"> <li>○ Captain Jay was a mario style procedural 2D platformer game containing more than 50 levels.</li> </ul> </li> <li>• <a href="#"><u>Quranuna</u></a> <ul style="list-style-type: none"> <li>○ Multiplayer Game for kids with multiple levels and Chat rooms.</li> </ul> </li> <li>• <a href="#"><u>High Low Card Game</u></a> <ul style="list-style-type: none"> <li>○ A multiplayer card guessing game between 2 players. Aim of the game to guess the next card, whoever guesses the next coming card correctly gets the point. At the end whichever player gets the most score wins the game.</li> </ul> </li> </ul>

<b>APR 2019 – MAY 2019</b>	<b>SEECs MEDIA LAB (UNREAL ENGINE DEVELOPER)</b>
	<b>PROJECTS</b> <ul style="list-style-type: none"> <li>• <a href="#">A Narrow Escape</a> <ul style="list-style-type: none"> <li>○ My Final year project at my university where I worked with my professor at his media lab as an intern.</li> <li>○ It was a 3D Horror Survival game with 2 maps with some jumpscare and a set of objectives to complete in order to progress through the levels.</li> </ul> </li> </ul>
<b>TOOLS &amp; TECHNOLOGIES</b>	<ul style="list-style-type: none"> <li>• Unity &amp; Unreal Engine.</li> <li>• AR/VR/XR SDKs.</li> <li>• Meta Quest &amp; Apple Vision Pro.</li> <li>• C#, THREE.JS &amp; Python.</li> <li>• Blender &amp; 3ds Max.</li> <li>• IBM &amp; Google TTS/STT APIs.</li> <li>• Rasa AI &amp; ChatGPT APIs.</li> <li>• Firebase, MQTT &amp; AWS services.</li> <li>• WebRTC, RTSP &amp; HLS protocols.</li> </ul>
<b>EDUCATION</b>	<ul style="list-style-type: none"> <li>• <b>NATIONAL UNIVERSITY OF SCIENCES AND TECHNOLOGY</b> <ul style="list-style-type: none"> <li>○ Bachelor of Computer Science</li> </ul> </li> </ul>
<b>CERTIFICATIONS</b>	<ul style="list-style-type: none"> <li>• <b>QUIXEL</b> <ul style="list-style-type: none"> <li>○ Introduction to 3d Asset Development</li> </ul> </li> <li>• <b>IBM</b> <ul style="list-style-type: none"> <li>○ <a href="#">What is Data Science?</a></li> </ul> </li> <li>• <b>MICROSOFT OFFICE SPECIALIST</b> <ul style="list-style-type: none"> <li>○ <a href="#">MS PowerPoint 2013</a></li> <li>○ <a href="#">MS Word 2013</a></li> </ul> </li> <li>• <b>COURSERA</b> <ul style="list-style-type: none"> <li>○ <a href="#">HTML, CSS and Javascript</a></li> </ul> </li> </ul>
<b>LANGUAGES</b>	<ul style="list-style-type: none"> <li>• <b>PUNJABI</b> - MOTHER LANGUAGE</li> <li>• <b>URDU</b> - PROFESSIONAL</li> <li>• <b>ENGLISH</b> - PROFESSIONAL</li> </ul>
<b>GET IN CONTACT</b>	<ul style="list-style-type: none"> <li>• <b>MOBILE:</b> +923127760027</li> <li>• <b>EMAIL:</b> mmubeendar@gmail.com</li> <li>• <b>ADDRESS:</b> House 4, Street 48A, Aziz Road, Chah Miran, Lahore, Pakistan.</li> <li>• <b>LINKEDIN:</b> <a href="https://www.linkedin.com/in/muhammadmubeendar/s">https://www.linkedin.com/in/muhammadmubeendar/s</a></li> </ul>