

Zaid Wajid

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Performance-driven Engineer with 6+ years of experience designing scalable, cloud-integrated applications and multiplayer systems. Expert in **C# multithreading**, **AWS backend architecture**, and **asynchronous programming**. Proven track record of leading distributed teams to translate complex requirements into maintainable, production-ready software.

SKILLS

- **Technical:** AR, C#, C++, CI/CD Pipeline, Firebase, Java, Javascript, MCP Tools, MySQL, .Net, NetCode, OOP, Prompt Engineering, REST APIs, Shaders Programming, SOLID Principles, VFX, VR, VRChat
- **Tools:** AWS, Git, Jira, Notion, Plastic SCM, Trello, Unity Profiler
- **Languages:** English - Professional, German - A2, Urdu - Native

WORK EXPERIENCE

Software Developer

Germany • 02/2026 - Present

MindPort GMBH

- Extended VR Builder's authoring system by implementing **new behaviors and new conditions**, and migrated the Inspector UI from IMGUI to **Unity UIToolkit** for better performance and maintainability
- Built a **UIToolkit-based spatial keyboard** for VR, enabling in-headset text input across Meta Quest, Pico, and PC VR platforms
- Fixed bugs and shipped features in **VR Builder Pro**, while refactoring legacy code to improve modularity and long-term scalability
- Worked within an Agile team following **Git branching workflows**, integrated AI-assisted development tools (**Unity MCP**), and collaborated through daily standups and 1-on-1s

Lead Software Engineer (C# / Unity)

10/2021 - 03/2025

Yugijitsu

- **Architected and scaled** real-time client-server systems in C#, implementing low-latency voice chat and live interaction features for a global user base.
- **Orchestrated cloud backend integration** using AWS to manage high-volume user-generated content and real-time data synchronization, ensuring 99.9% uptime for messaging services.
- **Engineered high-performance multithreaded systems** in C# to handle intensive networking and data processing workloads, reducing frame-time spikes by optimizing asynchronous execution.
- **Developed custom C# automation toolsets** that streamlined the generation of large-scale datasets and templates, increasing team deployment speed and reducing manual errors.
- **Directed a distributed engineering team** through the full SDLC, establishing CI-style workflows and leveraging Plastic SCM and Trello to ensure on-time delivery of monthly sprints.

MIMAR

- Gained hands-on experience with **Unity** and **Unreal Engine** during an internship focused on augmented reality (AR) projects, diving into real-world applications in the AR industry.
- Developed and tested interactive **AR** content that enhanced user engagement, applying knowledge in game development and immersive technology.
- Collaborated with the development team to troubleshoot technical challenges using **Unity Profiler**.
- Created a scan-free AR feature for the HMR project, significantly enhancing user experience by simplifying access to content and reducing setup time.

PROJECTS

The Reaper

ScarEye Creations

- Architected core **C# systems** using clean, modular design principles, enabling scalable feature development and easy maintenance.
- Implemented AI behavior logic using **state machines and pathfinding algorithms**, emphasizing predictable and testable system behavior.
- Optimized runtime performance through **memory management, object pooling, and update-loop optimization**.
- Refactored legacy logic into reusable components, improving code clarity and extensibility.
- Maintained project source control using **GitHub**, ensuring stable iteration and traceable changes.

Spiderman VR Prototype

ScarEye Creations

- Developed a deterministic physics-based swinging system using **Verlet integration** and **Raycasting** to ensure frame-rate independent movement
- Implemented **event-driven and asynchronous workflows** to handle user input, physics updates, and rendering efficiently.
- Designed reusable input and motion components following separation of concerns.
- Profiled and optimized performance-critical code paths to maintain stable execution under load.

EDUCATION

Masters in Animation and Game Direction

Hochschule Darmstadt

Darmstadt, Germany

Note: Thesis-focused track; fully available for professional engagements (Full-Time or Part-Time).

Bachelors of Software Engineering

National University of Science and Technology (NUST)

Islamabad, Pakistan