

# Falah Shazib

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## Work Experience

### Unity Technologies

Software Developer

Jun 2021 - Present

May 2020 - Dec 2020 (Intern)

- Developed and launched an AR configurator package and accompanying APIs as sole developer using C# and MARS
- Leading development of a VR configurator package to enable a large subset of Unity clients to view and configure their products in VR
- Managing and mentoring an intern to help achieve their goals primarily through pair-programming and feedback initiatives
- Implemented prototypes for content sharing and collaboration using C# and Photon for the department's first XR application
- Collaborated with various XR teams to identify and fix accessibility gaps by designing suitable interaction workflows

### Arup

Simulation Developer Intern

Sep 2019 - Dec 2019

- Prototyped hand-tracking based input features using Leap Motion
- Implemented VR features for flagship crowd simulation engine increasing accessibility and VR controls by 60%

### Adhawk Microsystems

HCI Software Developer Intern

Jan 2019 - Apr 2019

- Developed 7 interactive VR simulations using Unity and GoogleVR to showcase flagship eye tracking product
- Built a web dashboard to refine data visualization using Angular

### Electronic Arts

Associate Developer Intern - Star Wars

May 2018 - Aug 2018

- Created prototypes and engine extensions for EA's internal engine
- Increased team interaction by 40% by creating tool editors to work with narrative logic

## Talks

The Future of VR in Pakistan

Panel - Pak-Tech Summit 2020

Jumping Down the Rabbit Hole: Storytelling & VR

Hopper X1 Seattle 2019

How Not To Build A Virtual Escape Room

StarCon 2019

## Education

### University of Waterloo

2016-2021

Joint Bachelor of Computer Science and Pure Mathematics

Undergrad Research Assistantship - HCI Lab Winter 2021

## Skills

- C/C++
- Java
- Unity Engine
- C#
- HTML/CSS
- Blender

## Leadership

### Muslim ERG - Unity Technologies

Founder and Chair

Jan 2020 - Present

- Founded first Muslim Employee Resource Group at Unity
- Managing an international team of 4 to create and run 2 communities of 150+ members, develop advocacy resources, and organize 1 educational event per month

### Pakistani Women in Computing

Global Lead

Sep 2018 - Present

- Founded, designed and currently leading the student ambassadorship and student leadership program
- Mentoring and managing 20+ ambassadors who have created or led communities of 250+ women in tech over just 2 years

### UW Virtual Reality

Founder and President

Jan 2018 - Apr 2021

- Founded and led Canada's first student-run Virtual Reality club with an average of 40 members every term
- Developed and taught monthly workshops and meetups to encourage VR/AR development and awareness

## Projects

### VR Escape Room - Unity, C#

Designed and developed a VR escape room with a 20 minute play time and several interactive puzzles

### Elevate- C#, React Native, Python

Managed project and designed and implemented features for a game dashboard to help children with cognitive disabilities