



Shazaib Qaiser

AR/VR DEVELOPER | MULTIMEDIA & UI/UX DESIGNER |
AR/VR ENTHUSIAST | CREATIVE TECHNOLOGIST |

CONTACT

- Phone +92 3009452153
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- LinkedIn www.linkedin.com/in/shazaib-qaiser-a0349825a
- Location Lahore, Pakistan | Open to On-site or Remote Roles
- Website <https://sqinteractive.com>
- Portfolio bit.ly/shazaibxrportfolio

SKILLS

UI/UX Design

- Figma
- Adobe XD
- Sketch
- Wireframing
- Prototyping
- User Research
- Interaction Design

Multimedia & Graphics

- Adobe Photoshop
- Illustrator
- After Effects
- Premiere Pro
- 3D Modeling (Blender, ProBuilder)

VR & Immersive Experiences

- Unity 3D
- Unreal Engine
- VR Environment Design
- VR Content Creation

AI & Emerging Tools

- ChatGPT
- MidJourney
- DALL·E
- RunwayML
- NVIDIA Omniverse
- AI-assisted design workflows

PROFILE

UI/UX Designer with over 1 year of experience specializing in enterprise software and immersive VR applications. Proven track record of enhancing user workflows by 20% through user research, wireframing, prototyping, and usability testing. Skilled in Figma, Adobe XD, Unity, 3D modeling, and VR/AR development. Adept at collaborating with crossfunctional teams to deliver usercentered designs that improve efficiency and engagement. Seeking full-time UI/UX design roles in Lahore's tech and creative industries.

WORK EXPERIENCE

IFOUNDER & LEAD DESIGNER – SQ INTERACTIVE

2024 (DEC) - PRESENT

- Founded and led SQ Interactive, delivering immersive VR experiences, interactive multimedia solutions, and modern UI/UX designs.
- Developed and launched the official company website, showcasing portfolio, VR environments, and multimedia projects, improving client engagement.
- Designed and implemented a visa management database system with user-centered design, improving data accuracy and processing efficiency by 30%.
- Managed full project lifecycle: client communication, user research, wireframing, prototyping, UI/UX design, VR content creation, backend integration, and deployment.
- Collaborated with clients to deliver high-quality, deadline-driven projects while ensuring brand consistency and innovative digital solutions.

IT SPECIALIST — HEAVEN HOTEL, LAHORE

AUG 2024 - DEC 2024

- Managed and optimized IT infrastructure, increasing system uptime and network stability by 15%.
- Assisted in database management, improving data retrieval speed and accuracy.
- Supported digital content creation and internal communications, streamlining operational workflows.

Project & Database Management

- Agile
- Scrum
- Jira
- Trello
- Client Communication
- Cross-functional Collaboration
- **Other Tools:** MS Office Suite

Web & Development

- HTML5
- CSS3
- JavaScript
- Database Design
- Backend Integration
- API Management

EDUCATION

Middle school

Beaconhouse Newlands Lahore
2006 - 2015

O & A levels

Roots IVY International School Lahore
2015 - 2020

BACHELOR OF SCIENCE (HONS) IN MULTIMEDIA TECHNOLOGY WITH A SPECIALISM IN VR/AR

Asia Pacific University of Technology & Innovation (APU) , Kuala Lumpur
2020 - 2024

LANGUAGES

English	<div style="width: 100%;"><div style="width: 100%;"></div></div>	Fluent
Urdu	<div style="width: 100%;"><div style="width: 100%;"></div></div>	Native
Punjabi	<div style="width: 100%;"><div style="width: 100%;"></div></div>	Native

UI/UX DESIGNER — NETSOL TECHNOLOGIES, LAHORE

JAN 2023 – APR 2023

- Designed user-centric UI/UX interfaces for complex enterprise software, improving user efficiency by 20% through iterative prototyping and usability testing.
- Conducted in-depth user research, developed wireframes and interactive prototypes using Figma and Adobe XD.
- Collaborated with cross-functional teams including developers and product managers to optimize workflows and enhance UI design for business applications.

CERTIFICATIONS

Junior Programmer Pathway

Unity Technologies (July

2025)

Completed official Unity training pathway covering C#, Unity Editor basics, 2D game mechanics, animations, and design systems.

VR Development Pathway

Unity Technologies (July 2025)

Completed official training focused on creating immersive VR experiences using Unity, including VR interaction, optimization, and device integration.

[View public badge profile](#)



HOBBIES



VR | Film making | Traveling | Exploring | Driving | Music