



Amit Verma

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📍 Abu Dhabi, UAE

<https://linkedin.com/in/amitukind>

<https://github.com/amitukind>

SKILLS

Front-End Development:

VueJS (Vue3), Canvas 2D API, WebGL, ThreeJS

3D Graphics & Game

Development:

Unity3D, PlayCanvas, ThreeJS, BabylonJS, ImpactJS, Phaser.IO, Pixi.JS, Photon, WebXR, 8th Wall

Programming Languages:

JavaScript (ES5+ES6), C#, TypeScript, Java, C++

Backend & Networking:

NodeJS, Socket.IO

Tools & Platforms:

Git, Svn, Jira

NATIONALITY: Indian

VISA STATUS: UAE Work Visa under ADGM till February 2027

MARITAL STATUS: Married

LANGUAGES: English, Hindi

HOBBIES

Travelling, Reading, Fitness

Senior Frontend Engineer | Game Developer | AI & Immersive Tech Specialist | Based in Abu Dhabi, UAE

Top Skills: Vue.js • WebGL • Unity3D • HTML 5 • Game Development • XR • Metaverse • ThreeJS

Professional Summary

Senior Frontend Engineer with 11+ years of expertise in AI-integrated web experiences. Proven record of delivering large-scale projects for top-tier clients in tech and gaming. Specialized in VueJS, WebGL, Unity3D Game Development, XR, Metaverse and AI Integration.

Key Highlights:

1. Led cutting-edge 3D visualization projects for one of the world's largest energy providers, delivering real-time 3D dashboards and immersive simulations.
2. Spearheaded AI-enhanced WebGL experiences at SenseTime, bridging advanced machine learning with engaging front-end interfaces.
3. Passionate about AR/VR/MR innovations and Gamification that transform user engagement and workflows across industries.

Work Experience

11+ Years, including On-Site in India, Malaysia and now the UAE

Senior Frontend Engineer @ SenseTime, UAE

February 2023 – Present

📍 **Abu Dhabi, UAE**

Working with SenseTime, a leading AI software company, I specialize in developing interactive experiences that bridge the gap between AI and immersive visuals.

- Spearheaded development of AI-driven web applications and mobile platforms using VueJS and WebGL.
- Integrated Unity3D-based XR solutions, enabling interactive 3D visualizations that improved user engagement by 30%.
- Led GIS integration initiatives, optimizing real-time map rendering for a smoother user experience.

Lead WebGL Graphics Engineer @ Encora, India

November 2020 – February 2023

📍 **Bengaluru, India**

Developed WebGL Graphics and Metaverse Experiences for one of the world's largest providers of products and services to the energy industry.

Senior WebGL Developer @ Verdiseno Inc, USA

July 2020 – July 2021

◆ **Remote**

Implementing front end of a WebGL-based graphical design tool and increasing test coverage using Three.js, React.js, Mobx, and Storybook.

Unity3D Game Developer @ Terahard Ltd, UK

January 2020 – January 2021

◆ **Remote**

Worked on world class Fighter and Adventure games in Unity3D using DOTS and ECS Jobs system known as Claws of Furry and Era



Graphics Engineer @ Homelane, Bengaluru, India
July 2019 – December 2019

📍 **Bengaluru, India**

Worked on next-gen HTML5 - WebGL based [interior designing tool](#) with more advanced features made in Three.JS, NodeJS and WebGL.

WebGL Developer @ Inmage Group, Malaysia
May 2018 – April 2019

📍 **Kuala Lumpur, Malaysia**

Worked on world class image editing WebGL tools [PixlrX](#) and [PixlrE](#)

Game Developer @ Logic Simplified, India
July 2014 – April 2018

📍 **Dehradun, India**

Developed 30+ Games in Unity3D, ThreeJS, PlayCanvas, PhaserJS, PixiJS, ImpactJS, JavaScript-WebGL, NodeJS, Socket.IO for Mobile, Desktop and Consoles.

Education

DIT School of Engineering

📍 **Greater Noida, India**

- **2014** • Bachelor of Technology in Computer Science and Engineering with **First** division marks.

National Institute of Electronics and Information Technology (NIELIT)

📍 **New Delhi, India**

- **2008** • Completed 'O' Level Certification with 'A' Grade.

Council for the Indian School Certificate Examination (CISCE)

📍 **Saharanpur, India**

- **2007** • Class 12 or Intermediate with **73%** marks.
- **2005** • Class 10 or High School with **83%** marks.

Projects

PixlrX / PixlrE – WebGL Image Editor

Website: <https://pixlr.com/express/> and <https://pixlr.com/editor/>

Role: WebGL Developer **Tech Stack:** WebGL, JavaScript, HTML5, PixiJS

Description:

Contributed to advanced browser-based photo editors used by millions globally. Implemented real-time filters, brush tools, and layer effects using WebGL for high performance.

Key Contributions:

- Developed GPU-accelerated rendering pipeline using PixiJS.
- Improved canvas responsiveness by 30% through offscreen rendering techniques.
- Enhanced user experience with touch and stylus support.

Image Sales Management System (Abu Dhabi, Dubai and Riyadh Theme Parks)

Role: Senior Frontend Engineer **Tech Stack:** Vue3, Vite, JavaScript, WebGL

Description: Created a complete frontend system for image sales and management across multiple theme parks in Abu Dhabi.

Key Contributions:

- Developed both the client-facing photo retail UI and internal operations dashboard.
- Enabled real-time image previews and purchase flows with WebGL enhancements.
- Integrated with backend APIs for order processing, tagging, and image delivery.



Lyra Solar Design Tool

Website: <https://aurorasolar.com/design-mode/>

Role: Senior WebGL Developer **Tech Stack:** Three.js, React.js, MobX, Storybook

Description: Developed key components for a solar design and permit generation platform, enabling PV system design directly within the browser.

Key Contributions:

- Built interactive 3D roof modeling using Three.js.
- Implemented responsive UI with React and MobX for real-time design updates.
- Improved component scalability via Storybook-driven development.

Gamentio – Online Social Casino Platform

Website: <https://www.gamentio.com>

Role: Game Developer **Tech Stack:** Unity3D, JavaScript, Node.js, Socket.IO, WebGL

Description:

Contributed to the development of Gamentio, an online social casino platform offering multiplayer card and casino games like Poker, Rummy, and Slots with real-time chat and avatars.

Key Contributions:

- Developed game logic and UI/UX for multiplayer card and casino games.
- Implemented real-time communication using Socket.IO for seamless gameplay.
- Integrated 3D avatar interactions using Unity WebGL for web compatibility.
- Optimized game performance for low-bandwidth users across web and mobile platforms.

Virtual 3D Event Platform

Role: Lead WebGL Engineer **Tech Stack:** WebGL, Three.js, VueJS

Description: Developed a fully interactive 3D event experience including virtual booths, avatars, and real-time interactions.

Key Contributions:

- Designed immersive booth experiences with clickable media and video.
- Integrated chat and avatar movement across different booths/zones.
- Delivered mobile and desktop compatible builds with performance optimization.

Claws of Furry – Action Game

Website: https://store.steampowered.com/app/656580/Claws_of_Furry/

Role: Unity3D Game Developer **Tech Stack:** Unity3D, C#, ECS, DOTS, Steam

Description: Developed a fast-paced co-op action game available on Steam. Worked on gameplay mechanics and networked multiplayer logic.

Key Contributions:

- Optimized physics-based combat for 60+ FPS on all platforms.
- Implemented ECS Jobs.
- Collaborated with designers to integrate boss fight mechanics.

Architect3D – Browser-Based Floor Planner

Website: <https://github.com/amitukind/architect3d>

Role: WebGL Developer **Tech Stack:** Three.js, JavaScript, HTML5, WebGL

Description: An open-source browser-based 3D floor planner that allows users to draw walls, add rooms, place furniture, and view layouts in real-time 3D.

Key Contributions:

- Engineered real-time wall and room drawing tools using Three.js geometry APIs.
- Integrated camera navigation, snapping, and zoom for seamless UX.
- Built modular components for dynamic room and object placement.
- Project hosted on GitHub with active contributions.