

ATEEQUE UR REHMAN

VR Simulation Developer (Unreal Engine 5 / XR Training Systems) · Humanitarian & Enterprise Applications

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PROFESSIONAL SUMMARY

VR Simulation Developer with 3+ years delivering production-grade training systems on Unreal Engine 5, Meta Quest, and PC VR. Shipped 5+ titles serving real-world users — including a 20-trainee concurrent field operations simulator for a government engineering institute and a medical training platform used by 500+ nurses. Deep expertise in simulation architecture, branching scenario logic, XR interaction systems, and standalone VR performance optimization. Proven track record delivering end-to-end simulations that replace physical training environments across healthcare, engineering, and enterprise — with demonstrated readiness to apply these systems to humanitarian field operations, safety-critical training, and real-world operational contexts where accuracy and reliability directly impact lives.

VR SIMULATION EXPERTISE

- ▶ Training Scenario Architecture — branching logic, safety-critical decision trees, adaptive feedback
- ▶ Multi-User VR Environments — 20+ concurrent trainees, session management, state replication
- ▶ XR Interaction Systems — hand tracking, eye tracking, passthrough AR, haptics, spatial audio
- ▶ Real-Time Feedback & Analytics — telemetry, event logging, trainee progress dashboards
- ▶ Standalone VR Performance — 72fps targets on Meta Quest 2/3 under memory constraints
- ▶ Cross-Platform Deployment — Meta Quest, PC VR (SteamVR), Windows ↔ Android networking

PROFESSIONAL EXPERIENCE

Unreal Engine Developer · Technical Lead · Mixeal

Oct 2022 – Present

- ▶ Engineered ElectricityVR end-to-end as sole developer — a 20-scenario field operations simulator for a government engineering institute, supporting 20 concurrent trainees per session with real-time dynamic safety feedback and branching task logic.
- ▶ Designed and delivered 15+ procedural medical training scenarios for Medic VR, enabling standardized clinical procedure practice for 500+ nurses across geographically distributed sites.
- ▶ Led full UE4.27 → UE5 migration on a live production VR title — refactored deprecated Blueprint/C++ modules, resolved plugin compatibility, and adopted Nanite/Lumen mobile alternatives, restoring stable 72fps on Meta Quest 2.
- ▶ Collaborated with subject-matter experts, instructional designers, and enterprise stakeholders to translate real-world operational requirements into multi-industry VR training scenarios for GraspXR — spanning healthcare, industrial, and education verticals for B2B clients worldwide.
- ▶ Optimized standalone VR performance across all shipped titles — implemented multithreaded data-streaming, LOD strategies, tick reduction, and async asset loading on memory-constrained Meta Quest 2/3 hardware, consistently maintaining stable 72fps frame targets critical for simulation fidelity and user safety.
- ▶ Engineered advanced XR interaction systems across 5+ titles — hand tracking, eye tracking, passthrough AR — with full controller fallback compatibility to maximize hardware accessibility.
- ▶ Built telemetry, REST API event logging, and real-time analytics dashboards for The Final Overs VR cricket, directly supporting data-driven v2.0 decisions that drove 40M+ balls played and a 4.5★ Meta Quest Store rating.
- ▶ Authored internal technical documentation, post-mortems, and system architecture guides across multiple shipped titles — enabling team onboarding, cross-functional knowledge sharing, and repeatable deployment pipelines; published 5+ public articles on UE5 Meta Quest build pipelines and VR debugging workflows.

KEY SHIPPED PROJECTS

ElectricityVR — Field Operations Training Simulator *Meta Quest · Delivered 2024 · Technical Lead & Sole Developer · NDA Government Client*

End-to-end government-commissioned VR simulator replacing physical field training for engineering trainees.

- ▶ Designed 20+ branching field operation scenarios covering real-world safety-critical procedures, adaptive task routing, and dynamic site simulation.
- ▶ Architected multi-user session system supporting 20 concurrent trainees — each in independent scenario state — with instructor monitoring capability.
- ▶ Technologies: UE5, Blueprint, C++, Meta XR SDK, Unreal Networking, REST API, Meta Quest 2/3

Medic VR — Medical Training Platform *Meta Quest · Shipped 2023 · Scenario Developer*

youtube.com/watch?v=g7u5WX0EFgM

Procedural clinical training platform serving 500+ nursing professionals across healthcare institutions.

- ▶ Developed 15+ dynamically branching medical procedure scenarios, adapting trainee guidance based on real-time decision accuracy and clinical correctness.
- ▶ Implemented custom interaction systems modeling real clinical tools with haptic and visual feedback to reinforce correct technique.
- ▶ Technologies: UE5, Blueprint, Branching Event Trees, Haptics, Meta XR SDK

GraspXR — Enterprise VR Training Platform *Quest & PC VR · Shipped 2023–24 · Scenario Developer*

graspxr.app

Enterprise B2B training platform deployed across healthcare, industrial, and education sectors internationally.

- ▶ Authored 5+ multi-industry training scenarios integrating AI-driven adaptive feedback and multilingual content delivery for global enterprise clients.
- ▶ Built on shared simulation architecture enabling rapid scenario authoring across verticals with consistent interaction quality.
- ▶ Technologies: UE5, Blueprint, OpenXR, xAPI, VR-LMS integration, REST APIs, Multilingual Pipeline

The Final Overs — VR Sports Simulation *Meta Quest 2/3 · Shipped 2023 · Systems Developer*

meta.com/experiences/final-overs-vr-cricket

- ▶ Implemented full telemetry and analytics pipeline via REST API event logging; insights directly drove v2.0 update achieving 40M+ balls played and 4.5★ rating.
- ▶ Technologies: UE5, REST APIs, WebSockets, Meta XR SDK, Telemetry Systems

TECHNICAL SKILLS

Unreal Engine Core

UE5 · Blueprint Visual Scripting · C++ · Gameplay Framework · Animation Blueprints · State Machines · Behavior Trees · Data Tables · Event-Driven Architecture · UE4 → UE5 Migration

VR / XR Systems

Meta Quest 2 & 3 · Meta XR SDK · OpenXR · Hand Tracking · Eye Tracking · Passthrough AR · Spatial Audio · Haptics · SteamVR · PC VR

Simulation Systems

Training Scenario Architecture · Branching Logic Trees · Multi-User Session Management · Real-Time Feedback Systems · xAPI · VR-LMS · Telemetry

Networking & Multiplayer

Unreal Networking · Client-Server Architecture · Cross-Platform Multiplayer (Windows ↔ Android) · State Replication · Session Management

Performance & Optimization

Unreal Insights · RenderDoc · GPU/CPU Profiling · Tick Reduction · Async Tasks · Memory Management · LOD · Occlusion Culling · Nanite/Lumen Mobile Alternatives

Cloud & Backend

REST APIs · WebSockets · Pixel Streaming · NVIDIA CloudXR · AWS EC2 · Azure VM · Arcware · PureWeb · Git · Perforce · Jira

EDUCATION & CERTIFICATIONS

BSc Computer Science · University of Khairpur, Pakistan
Graduated 2023

Project Management (PMP Course)

NAVTC — PM's Hunarmand Pakistan Program